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220
JUNE



GAME TRADE MAGAZINE

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DICE MASTERS

**BATTLE FOR
ULTRAMAR**
CAMPAIGN BOX



READY TO ROLL WITH CHAOS,
THE IMPERIUM OF MAN, OR SOME XENOS?!
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- DARKNESS APPROACHES AS THE GREAT CLANS CLASH IN THE ALL-NEW *LEGENDS OF THE FIVE RINGS LCG DYNASTY PACKS* FROM FANTASY FLIGHT GAMES!
- HAVE YOU HEARD THE NEWS? *EXPLODING KITTENS* FINALLY HAS A GTM ARTICLE!

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GTM

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- HAVE YOU HEARD THE NEWS? *EXPLODING KITTENS* FINALLY HAS A GTM ARTICLE!

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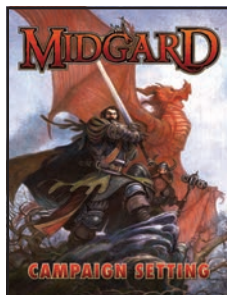


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THE BATTLE FOR LIBERATION STARTS NOW!



STARFINDER

THE REACH OF EMPIRE

An ancient, crashed starship on a new Pact Worlds colony draws the attention of the sinister Azlanti Star Empire. The heroes are the colony's only hope against this treacherous group. Will they succeed, or will the might of the empire crush them as it has so many others who have stood against the Aeon Throne?

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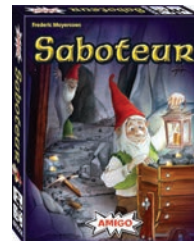
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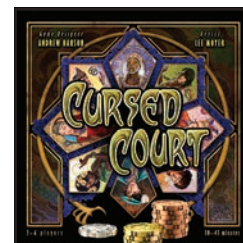
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CRABS



*A game of secrets in the
deep dark ocean.*



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EXPLODING
KITTENS

BEARS
VS
BABIES

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G

20 minutes to play,
4 - 10 players, ages 7+

Greetings Dear Readers!

Holy cats, do we have a **titanic** issue for you this month!

As many of you already know, there are a few issues each year where we pull out ALL of the stops to bring you biggest and the best information for as many games as we can manage, and this month is certainly no exception.

Affectionately known as the "Origins issue", our June GTM is not only available at your friendly local game and comic shops, but we will also be on location exhibiting at *Origins Game Fair*, giving out copies of this issue (and other goodies) to attendees as well.

I have always enjoyed the atmosphere at *Origins* – there are a lot of great products, fantastic exhibitors, and just a plethora of awesome gamers! What more could you ask for?

Well, since I asked, we've summoned all of our magic here in the GTM Bullpen to bring you our **LARGEST** issue to date! At 112 pages, and count 'em – two gatefolds, this is the hunkiest issue of *Game Trade Magazine* you're likely to see – at least until the next time we do this.

And believe you, me – this issue is **CHOCK FULL** of some incredible content; I scarcely know where to start!

Let's just say that that we have **numerous** fantastic articles as well as previews of incredible upcoming products all for your enjoyment and perusal, and the exciting content doesn't stop there – you will also find some pretty awesome promotional inserts in every issue this month as well.

As we kick off the summer convention season with this issue, we hope to see as many of you as possible at shows, and if you're at *Origins* please come by and say "Hi!"

For now, we here in the GTM Bullpen are going to enjoy a well-earned rest.

Game on!

-JG



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jlg@alliance-games.com

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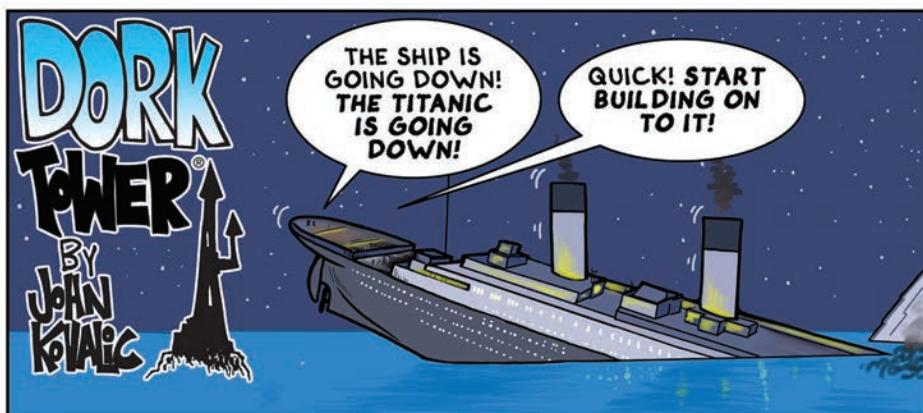
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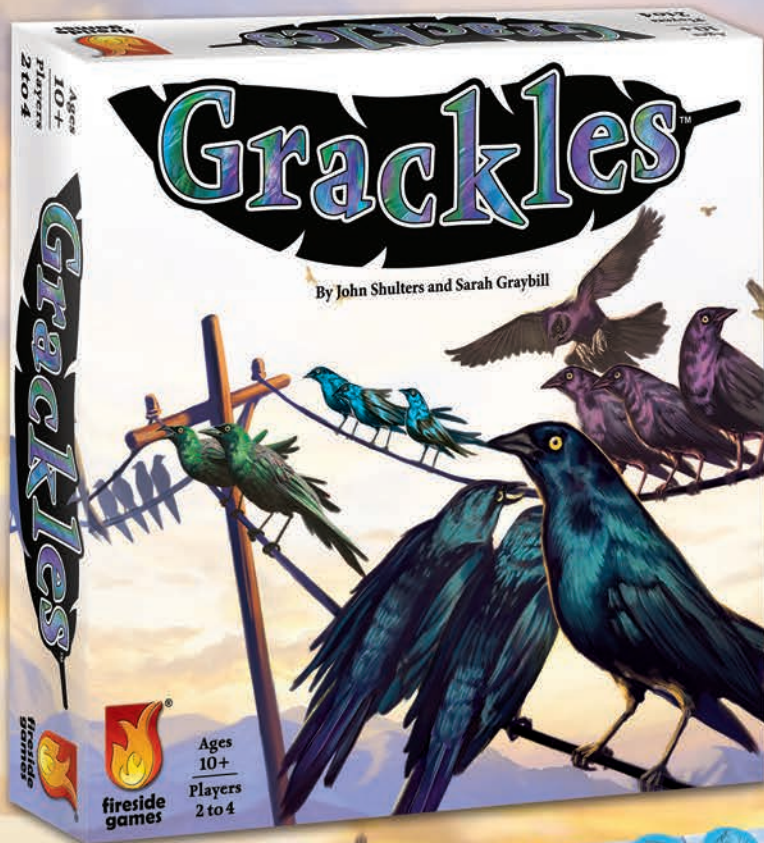
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Grackles™



Available August 1

In this lightly themed abstract strategy game, you'll line up as many of your birds on the telephone wire to score as many points as possible.

Place tiles and connect dots of your color with your Grackle tokens. Rotate empty tiles and extend lines to increase your score. At the end of the game, the player with the most birds on the telephone wire is the winner.

- ◆ Plays like a classic
- ◆ Perfect for abstract strategy lovers
- ◆ Beautiful acrylic, debossed tokens



www.firesidegames.com

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

NOV

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
CGM contains articles on gaming trends and reviews, game related fiction, and still contained games and models, along with subscription information on upcoming game releases.
CGM 203 \$3.99

ALC STUDIO

FIRETEAM ZERO: EUROPE CYCLE EXPANSION

Force the Bloodlines in Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! First, enhance your Specialists with all-new powers! The Europe Cycle also includes four double-sided maps like this new terrain, as well as new locations and adventures ("The Battle of Last Children," "Lightning Thief," and "The Last Road"). Scheduled to ship in November 2016. ALC FTZ02.

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI." Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17PRD SHELL

(USED BY THE SHERMAN/FIRELY)

AUC RPHHEU003

\$15.00

75MM AP SHELL

(USED BY THE M4 SHERMAN)

AUC RPHHEU001

\$10.00

82MM SHELL (USED BY THE TIGER I)

AUC RPHHEU002

\$15.00

SPOTLIGHT ON

JIM HENSON'S LABYRINTH: THE BOARD GAME

Will Sarah manage to defeat Jareth and his labyrinth, or will the Goblin King turn her lady into a goblin herself? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jen Henson's beloved classic, *Labyrinth*. Scheduled to ship in November 2016. ALC EPLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

MYSTIC VALE: VALE OF MAGIC EXPANSION

Force the Bloodlines in Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! First, enhance your Specialists with all-new powers! The Europe Cycle also includes four double-sided maps like this new terrain, as well as new locations and adventures ("The Battle of Last Children," "Lightning Thief," and "The Last Road"). Scheduled to ship in November 2016. ALC FTZ02.

AEG SB884

SIEGE: BRITAIN & BROWN! As would be King, you control a cadre of brave warriors and noble knights. To win you must move your forces strategically, defend your opponent's plans, and strike when the opportunity presents, leave your King and your opportunity to rise disavows. Defeat your foe and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016. AEG SB884 \$24.99

ASMODEE EDITIONS

AYE DARK OVERLORD! THE RED BOX

In the land where just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box, whenever an Emperor fails to quell a rebellion or an Evil Duke kidnaps the wrong little someone he, take the blame. In Aye Dark Overlord!, players tell their best excuses to an ungrateful master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's complete game on its own, but can also be paired with The Red Box or the original Fantasy Flight Games version of the game for even more excitement! Scheduled to ship in December 2016. ASMA ST11 \$24.95

AYE DARK OVERLORD! THE BLUE BOX

Aye Dark Overlord! The Blue Box is the classic version of the storytelling game where Semantics give their best excuses to appease their evil master. Let them suffer the wrath of their Dark Overlord! This game plays on the same framework for their story, but it's up to their wit to avoid the Withering lands of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016. ASMA ST10 \$24.95

DEUS: EGYPT EXPANSION

Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 36 new building cards, fully compatible in any combination with your current Deus building cards, you can choose to ramp out certain groups, or use the active new deck on its own. Scheduled to ship in December 2016. ASMA DEU02 \$29.99

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are inspired by H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a golden idol, to dreams of a dark cult, to a final confrontation in a cyclopean metropolis and Cthulhu's horrific emergence, no player at the table isn't nearly escape with their sanity... or be forever lost in R'lyeh! ATG L370 \$14.95

AVALANCHE PRESS

KOREAN MILITARY COUNTER ATTACK

(Korean Republic War of Independence)

Driven back into the Pusan Peninsula, Americans and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong tactical skill and cunning maneuvering and after much landing by sea at Inchon, the United Nations quickly turned their victory into a North Korean defeat. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these Korean battles. Scheduled to ship in January 2017. APJ 0229 \$89.99

PANZER GRENADIERS: KOREAN WAR COUNTER ATTACK

Driven back into the Pusan Peninsula, Americans and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong tactical skill and cunning maneuvering and after much landing by sea at Inchon, the United Nations quickly turned their victory into a North Korean defeat. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these Korean battles. Scheduled to ship in January 2017. APJ 0229 \$89.99

BATTLEFIELD PRESS

D&D EDUCATION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG

Celebrating 30 Years of D&D, Anime Manga Craze! Ninja Fangs! Ship your favorite anime school kids living in Chicago, your non-overage war town, then two lovely young ladies enter his life. Welcome "Ninja Kids" to a minigame, and Princess Archaia of Solana. Both are about to marry him for our benefit. Can Jenny survive their affections and "weponary" long enough to take their Steamship across on Fictio! Based on the fan-favorite comic book series created, written, and illustrated by Ben Davis and powered by the D&D System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-velocity arts of D&D, complete with rules on how to build a character, along with six different customizable archetypes templates for quick play, such as Student, Teacher, Genie, Bushy Ninja, and Mage. Scheduled to ship in December 2016. BZF BPNS11 \$29.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all “Please Inquire” products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer’s/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

WARHAMMER 40,000

DICE MASTERS

BATTLE FOR ULTRAMAR

CAMPAIGN BOX **WIZKIDS**

WARHAMMER 40,000 DICE MASTERS: BATTLE FOR ULTRAMAR CAMPAIGN BOX

WZK 73132 \$39.99 | Available July 2018!

The struggle between the Imperium of Man and the forces of Chaos is one of the most central to the *Warhammer 40,000* mythos – and it's rolling into *Dice Masters* with the *Battle for Ultramar Campaign Box*! Long-time *Dice Masters* fans, and *Warhammer* fans alike, have been anticipating this release. This is a great opportunity for store owners to cater to their local audiences.

BATTLE FOR ULTRAMAR – AS THE CLASSIC STRUGGLE

Warhammer 40,000 fans are going to get a chance to assemble a team of Space Marines or Death Guard to suit their favorite strategy. For each type of unit, the *Battle for Ultramar Campaign Box* offers 3 different cards to select among. Additionally, there are 10 Basic Action Cards (BACs) that don't strictly align with the Space Marines or the Death Guard and can be used with either.

First, let's take a look at the Space Marines. Some of the Space Marines cards like the *Primaris Inceptor: Meteoric Descent* and *Primaris Intercessor: Versatile* are simple, low-cost character dice that highlight keywords that are new to *Dice Masters*. Range adds an extra layer of combat tricks. When your character die with Range attacks, all character dice with range fire! They'll deal damage equal to their range number to an opposing character die, and those characters (if they have Range) will have a chance to shoot back. You'll be able to eliminate obstacles, but at the peril of your opponent striking back. *Primaris Intercessor* has Frag; when an attacking character die with Frag KO's at least one blocking die, it deals 1 damage to all opposing dice that didn't block. Frag is going to present some tough

choices for your opponent – they'll often be unable to chump block and keep their smaller dice from being KO'd.

The *Death Guard* isn't without its own low-cost dice to get the game started – each version of *Poxwalker* costs less than 3. *Poxwalker: Diseased Horde* has *Swarm* to let you roll extra dice, but each one gets stronger for other *Poxwalker* dice in the Field Zone. So whether you're taking advantage of them as energy or attackers – they'll plague your opponents! *Lord of Contagion: The Plague Skull of Glothila* is a perfect character to ramp into; he costs 5 and has the body to back it up. He always has at least 4 defense, so he's likely to survive your opponent's Range damage. He's got a Range of 2 himself, and his other ability has a lot of synergy: *While Lord of Contagion is active, when a damaged character die blocks, KO it*. With his two abilities together, you'll be able to guarantee you KO your opponent's best blocker at possibly no cost to yourself.

Players who add the *Space Wolves: Sons of Russ Team Pack* to their *Campaign Box* are going to get some awesome reinforcements for their existing heroes. If they're looking for a challenge, besides defeating the *Death Guard*, they'll be able to add the *Orks Waaaagh! Team Pack* and see who comes out on top.

These forces make for a fun and interesting game against each other, but there are some among them that do a great job of integrating into the rest of *Dice Masters*.

POWERFUL DICE MASTERS ABILITIES

Foetid Bloat-Drone could prove to be one of the most underrated cards of the entire set for competitive play. Its *Putrid Explosion* version has a big effect. It has *Deadly*, but it also forces all opposing characters to block – so if the only character die for them to block is *Foetid Bloat-Drone* you'll be able to KO all of your opponent's character dice. If you attack with other character dice, your opponent will have a few more options; depending on their effects, it could still be devastating. The *Plague Probe* version may prove to be just as back breaking. For a single *Shield* energy with its *Global*, you'll be able to sacrifice one of your *Sidekick* character dice to draw and roll 2 new dice. *Plague Probe's* other ability will allow you to field extra *Sidekick* dice as your opponent's character dice are KO'd. So even though your opponent will also have access to this awesome *Global* Ability you'll be able to access it much more easily.





Plague Marine: Vectors of Death and Disease gives your Sidekick dice +1A and +1D, but KO's them at the end of your turn. On one hand, your Sidekick dice will be ready to put some serious hurt onto your opponent, but on the other hand it may leave you defenseless. With a little bit of planning during team construction and some solid tactics, Plague Marine could turn out to be an all-star.

Primaris Aggressor has a Global Ability that we've never seen before – it will give ALL of your character dice +1A. It's more expensive than some other Global Abilities but can turn into great value when you have an army of dice in the Field Zone. As always with Globals, beware your opponent leveraging it against you!

Roboute Guilliman: Master of Battle behaves exactly like any Space Marine would expect him to – by empowering all of his comrades. The attack boost that he gives to your Sidekick dice and Ultramarines is great because your opponent will want to block Roboute since he's got a solid attack, but that leaves one less blocker for your other dice. Even if you decide to hold Roboute back for defense, very few opposing characters are going to be able to get past his 7+ defense!

Existing Dice Masters teams are going to be able to take advantage of the Basic Action Card Instant War. Both players will get to field up to 3 Sidekick dice – but with proper planning and team construction, your Sidekick dice will be more relevant than your opponent's (thanks to characters like Roboute).

ORKS - XENOS THREAT

Orks are a threat the likes of which has never been seen before in Dice Masters. They're dangerous, dirty, and plentiful. While they have some tricks up their sleeve

that players have seen before, like Swarm, Overcrush, or Intimidate, they've got an incredible brand-new trick as well.

Stompa: Big Mek's has Range 2, but also KO's an opposing character die *and returns it to its card!* It costs a whopping 9 energy to purchase, and is limited to one die on your team, but it's almost certain to cause irrevocable damage to your opponent's tempo. It's exactly the kind of hearty support that low-cost Orks will need to finish out a long game. With some Stormboyz using Intimidate to temporarily clear out threats, and Stompa to put a more permanent stop to them, they're ready for all out WAAAAGH!

LOOKING AHEAD

Players would be wise to master the strategies of Warhammer 40,000 Dice Masters early, because as expansions become available they'll want to know exactly how to weave the latest Imperium support into their Ultramarines team or combo the newest Chaos hordes with their existing Death Guard. Until next time, keep rolling!

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MAGIC THE GATHERING™ HEROES OF DOMINARIA™ BOARD GAME

WIZKIDS

MAGIC THE GATHERING: HEROES OF DOMINARIA BOARD GAME STANDARD EDITION

WZK 73310 \$59.99 | Available August 2018!

Here at WizKids, we absolutely love working on licensed properties. We are all long-time gamers and pop culture addicts, so working on some of the most storied intellectual properties of all time is an honor and a privilege. Today we'd like to talk about one of the most exciting properties we're getting to work with.

Magic: The Gathering is one of the greatest games of all time, and its influence continues to be felt across the gaming world 25 years after its release. *Magic* weaves together deep gameplay, memorable characters, and beautiful art to create unique planes and rich stories that have enchanted players like us since we shuffled up our very first decks. So, when we were offered the opportunity to develop a game set on Dominaria, we jumped on it. After all, what could be cooler than making a game set on *Magic's* original plane?

Heroes of Dominaria is a competitive game for two to four players. The objective is simple: earn as many Victory Points as possible before the game ends. The player with the highest number of points wins. Players can earn Victory Points in several different ways: complete quests, build sites and leylines to generate mana, or battle and defeat the Cabal. Just like in the card game, you will spend mana to advance your game plan. You will need to choose carefully where to move on the board and which mana color you collect each turn. Sometimes you will need to forgo a large amount of mana to collect the colors you need, while at other times you will take the largest amount of mana available regardless of color. You'll also have to keep a close eye on your rivals and what colors of mana they are collecting. Will you try to collect the same color, depleting its sources across the map for everyone, or will you target a different color and attempt to outpace your opponents?



MAGIC THE GATHERING: HEROES OF DOMINARIA BOARD GAME PREMIUM EDITION

WZK 73468 \$79.99 | Available August 2018!

Of course, this wouldn't be Dominaria if we didn't include some of the plane's most iconic locations and beloved characters. You'll travel through storied locations such as Llanowar, Benalia, and Keld in search of mana. Along the way, you'll battle the Cabal and discover powerful and recognizable artifacts: you'll generate mana with Moxen, take extra turns with the Time Vault, and move your heroes across the map aboard the Weatherlight. In *Magic*, when one of these artifacts enters the battlefield it changes the course of the game, and we made sure the same was true in *Heroes of Dominaria*.



The name of the game is *Heroes of Dominaria*, so we know you will expect to see some of your favorite characters and you will not be disappointed. Jhoira, Karn, Teferi, and Chandra are all playable, sporting art from their latest cards. Each has dramatically affected the fate (and in some cases, geography) of Dominaria, and now you can join them in saving it once more. All four characters will also be available as pre-painted miniatures in the *Premium Edition* of *Heroes of Dominaria*.



Heroes of Dominaria features characters, art, and history with the card game, but that does not mean that only Magic fans will appreciate the game; it will appeal to anyone who enjoys eurogames as well. It is a game of resource management and positioning, so if you enjoy formulating strategies and adjusting them on the fly you will find a lot to love in it. As almost every game action requires spending your hard-won mana, eking out small advantages in mana efficiency will be paramount. An untimely Cabal attack can slow your progress, or if you have put too many eggs in one basket, ruin your plan entirely. You'll need to decide which quests you take, which you wish to complete, and which you will decline in order to maximize your limited movement and resources and score the most Victory Points.



We are also very proud to announce *Creature Forge*, a new line of pre-painted miniatures for *Magic: The Gathering*. Our first set, *Overwhelming Swarm*, focuses on some of the most popular tokens from Magic's past, like Angels, Goblins, and Soldiers, along with tokens from current sets, like Pirates and Dinosaurs. Each token will have the name, keywords, and Power/Toughness easily viewable on top of the base for reference, and the Planeswalker symbol is also displayed, giving you an easy way to show if the token is tapped or untapped.



We didn't just bring high-utility tokens to Creature Forge. We know you will be eager to show off just how many times you can buy back Saproling Swarm, or to flood the Battlefield with Sliver tokens using your Sliver Queen Commander deck. Not to worry, we have that covered as well. From one of the very first tokens like the Pegasus, to the newest like the Treasure, this set will have a token for just about any deck imaginable.



Creature Forge will be a great way to add a premium touch to your battlefield, or help bring your new token deck to life. It is also an awesome way to collect some of your favorite *Magic* creatures in 3D for the first time, even if you never cast a spell to create them. Creature Forge tokens augment your *Magic: The Gathering* experience in a fun new way, and we cannot wait for everyone to get their hands on them.



**MAGIC: THE GATHERING CREATURE FORGE:
OVERWHELMING SWARM 24 CT. GRAVITY FEED**
WZK 73280 \$83.76 | Available July 2018!

We could not be more excited to be bringing a bit of *Magic: The Gathering* to life on your tabletop this year, and we hope you are just as excited as we are. Look for *Creature Forge: Overwhelming Swarm* in your Friendly Local Game Store in July and *Heroes of Dominaria* this August.

Legend of the Five Rings

THE CARD GAME

Legend of the Five Rings: The Card Game Elemental Cycle Dynasty Packs

L5C09-14 | \$14.95 each | Available 3rd Quarter 2018

While the magistrates and courtiers of Otosan Uchi continue to squabble and the Great Clans of Rokugan clash on the battlefield and in court, something is disturbing Rokugan. The Emerald Empire is flawed, and cracks forming at the seams are beginning to connect and threatening to tear the land apart.

Fantasy Flight Games is proud to announce the *Elemental Cycle* for *Legend of the Five Rings: The Card Game*. The *Elemental Cycle* is a set of six Dynasty Packs that will be released once a week over the course of six weeks. Don't miss this chance to expand your *Legend of the Five Rings: The Card Game* collection! The *Elemental Cycle* consists of the following Dynasty Packs:

- Breath of the Kami*
- Tainted Lands*
- The Fires Within*
- The Ebb and Flow*
- All and Nothing*
- Elements Unbound*

Each of these Dynasty Packs features three copies each of twenty new cards and focuses on a different element of Rokugan. Look for ancient *Creatures* entering the conflicts of the clans, *Shugenja* wielding powerful new spells and a Minor Clan taking control of their destiny and inserting themselves into the intrigues of the Emerald Empire.

Breath of the Kami

The element of Air is precise, analytical, and distant. The *Elemental Cycle* begins by examining the clan's relationship to this mysterious element in *Breath of the Kami*. Look for new *Shugenja* for the Phoenix, Crane, and Scorpion Clans as well as the introduction of the first Mantis Clan card to the game.

Breath of the Kami includes a new Dragon *Technique* that sees your *Monks* increase their military skill while giving you more options in the conflicts to come.

Tainted Lands

The element of Earth is firm, grounded, immovable.

Tainted Lands focuses on the Great Clans' relationship with this sturdy element. Look for powerful Crab *Shugenja* to make a big impact and the introduction of a deadly *Oni* from the Shadowlands.

The conflict cards included in *Tainted Lands* include spells based around the Earth element, including a dishonorable *Mabō* spell to buff your characters at a terrible cost.





The Fires Within

Let your passion flow with *The Fires Within* Dynasty Pack. Inside you'll find twenty new cards, many themed around the Fire element. Look for a powerful Dragon *Shugenja* who can tame the very flame, and the continued expansion of the Mantis Clan.

The Fires Within includes a variety of elemental spells, including a Fire spell for the Unicorn that can remain on the board for the entire game.

The Ebb and Flow

Flexible, responsive, and powerful Water is the element of adaptability. *The Ebb and Flow* introduces new ancient *Creatures* to join the conflicts of Rokugan, including the ancient Nezumi to the south. Team up with creatures beyond humanity to enhance your conflicts and increase the standing of your clan!

Within *The Ebb and Flow*, you will find a potent new *Shugenja* who can enhance the effects of the Water ring with ease.

All and Nothing

The Void is dangerous, at once all-encompassing and devastatingly empty. You can explore this concept with the *All and Nothing* Dynasty Pack. All seven Great Clans receive new tools while exploring the abyss in this expansion.



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Here, you will behold a new *Shugenja* who receives a boost based on the rings you contest, as well as a brand-new philosophy that will shake up the entire board.

Elements Unbound

Finally, you can tie the themes of the *Elemental Cycle* together with the *Elements Unbound* Dynasty Pack. The Mantis Clan continue to inject themselves into the conflicts of the Great Clans, and ancient *Creatures* continue to aid you in your battles.

Finally, a new stronghold for one of the seven Great Clans introduces new deckbuilding strategies that are sure to shake up the game.

Master the Elements

The *Elemental Cycle* brings a new perspective to the world of Rokugan. While the *Imperial Cycle* focused on Otosan Uchi, the *Elemental Cycle* expands the role of the spiritual: the elements that bind the land of Rokugan, the shugenja who wield these elements, and the imbalance that threatens to disrupt the harmony of the empire. The *Elemental Cycle* introduces powerful spells, ancient creatures, and a new clan looking to make their mark in the world of Rokugan. What role will these elements play in the Future of Rokugan? Find out with the *Elemental Cycle* for *Legend of the Five Rings: The Card Game*!

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Tips for Using Helper Characters

The *Helpers of Catan*™ scenario introduces a cast of characters to add to your *Catan*® games. You begin each game by selecting one of these helpers depending on your player order. Each character provides you with a special, unique advantage. The advantages of each of the helper characters are detailed in GTM #206.

The Early Game

The starting helpers are designed to help you build roads.

The first player will start with Louis, who allows you to move an unconnected road. You can use Louis to change the direction of a road that was blocked in starting placement, or even to reach an intersection that you can build on by moving one of your starting roads.

As the second player, you start with Marianna. While she does not directly help you build a road, her ability guarantees that you'll get a resource on the first two turns with any production roll other than a 7.

The third player can use William to build a road using any resource card along with a brick or a lumber, making him incredibly useful in the early game.

As the fourth player, you'll likely have 5 or 6 resources when you start your first turn. Use Nassir to force another player to trade with you to increase your chance to build on your first turn.

When swapping out your helper, take Marianne or Sean if available. They have the potential to be used every turn.



Candamir & Marianne

Candamir helps you build development cards more efficiently, and depending on your strategy, can be your single most important helper. Savvy players might consider taking Candamir and not playing him to deny their opponents his unique advantages. Marianne's power is much more obvious—her player gets a

CATAN™ SCENARIOS HELPERS OF CATAN

resource when the dice don't result in production. You should consider delaying playing her a second time if the delay will make her more likely to be available on your next turn.



Tips for the End Game

As the game progresses, the strengths and weaknesses of the player positions will become clearer, and certain helpers will become more or less useful.

With Jean, you can trade one type of resource at 2:1. Once your supply chains are established, Jean can be your go-to character. Combined with a Monopoly development card, Jean can be a game maker.

Lin allows you to move the robber to the desert and then nets a resource. As the leader, you can expect to be targeted by the robber at every opportunity. Lin can help minimize the damage.

Be careful when taking Marianne in late game as your clan spreads and most numbers will result in resources.

Sean can generate a lot of extra resources for you, and not having to discard when a 7 is rolled can be incredibly helpful. However, Sean's ability can be hampered by the dice and you may find yourself unable to trade him in for several turns.

Vincent's ability is often situational and dependent on how the game is progressing. While his ability can be powerful, the discount for building a settlement or city may not be enough to balance the victory points for Largest Army you might lose.



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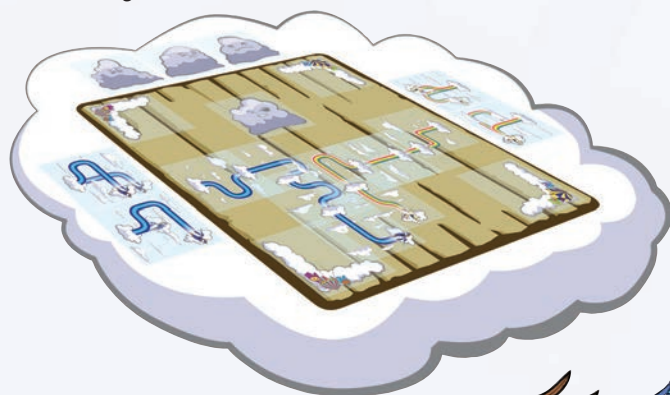


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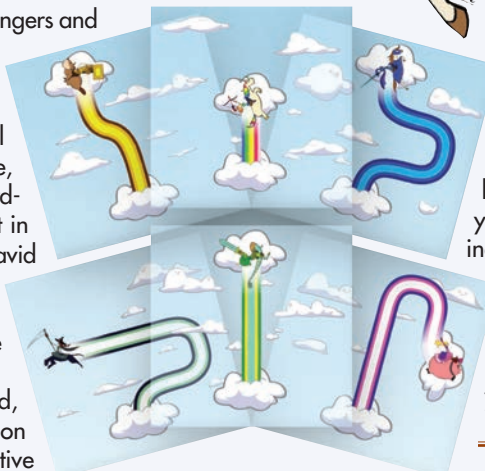
Rainbow Knights, the new family-fun game from Ninja Division Publishing, helps to promote all the great benefits that are derived from family game time; connection, creativity, decision making, and fun. Six knights flying through the air, creating trails of rainbows, while trying to avoid obstacles such as storm clouds and the rainbow trail of another knight, creates an exciting and quick game for all members of the family. And none of this happens in a turn-by-turn scenario, but rather all players rush to finish their rainbow trail before anyone else at the table. It's crazy fun and can be learned in just moments. At only \$19.95, *Rainbow Knights* makes for affordable fun for the whole family as well. And with only a one- to five-minute play time, players can play game after game of fast action fun with *Rainbow Knights*!



Rather than a turn-by-turn gameplay, designer David Carl, Head of Game Development at Steamforged Games, opted for an all-out throwdown in which each player races to create their rainbow trail all at the same time. This speed and dexterity based gameplay will certainly promote quick decision making and spatial thinking. The adults at the table may find themselves hard-pressed to keep up with the agile fingers and minds of their younger opponents.

"I think *Rainbow Knights* has the broadest appeal of any game I've worked on to date. It's a great casual card game, it's a great family game, and it's even a fun way for those hard-core gamers... to decide who goes first in grown up, serious games," said Carl. David Carl was also the Development Manager for approximately seven years at Privateer Press, and so knows the "grown up" side of gaming very well.

As the design of the game proceeded, Carl teamed up with Ninja Division Publishing. "It was more fun and intuitive



with see-through cards than with standard opaque playing cards, but I knew that would be a challenging product to create independently. So that's where Ninja Division comes in. They've got a great team with plenty of production expertise, and they were hooked by the game as soon as they tried it."

Ninja Division Publishing wanted to collaborate on making the game appeal to a broader audience, which turned out to be a positive move for the game.

"We talked about cartoony bugs at a picnic, plows in a field, and multiple other possibilities before we hit *Rainbow Knights* and all involved agreed that was the right one. I then wrote up an art brief for the characters and their rainbows' color palettes, and Ninja Division really brought those characters to life as you see them now. I'm extremely happy with how that collaboration went, and I think the final design really shows how well we were aligned on what we wanted for *Rainbow Knights*," said Carl.

Rainbow Knights comes with a background story for the players to enjoy and explore before they decide upon which knight to race. This was somewhat of a departure for Carl as he wrote the story; which is different from the dark, gritty fiction he's written for rulebooks over the years.

"It was a real breath of fresh air to write about these fun and colorful characters. I certainly look forward to reading the game's story to my little girl to help her decide which of the *Rainbow Knights* she'd like to play," he said. "Getting to see people playing your game and genuinely enjoying it is such an amazing feeling. It's kind of crazy to think about people being hooked on this experience that was just a seed of an idea in your brain at one point not too long ago."

Rainbow Knights is available now at Friendly Local Game Stores everywhere – race to complete your rainbow today!

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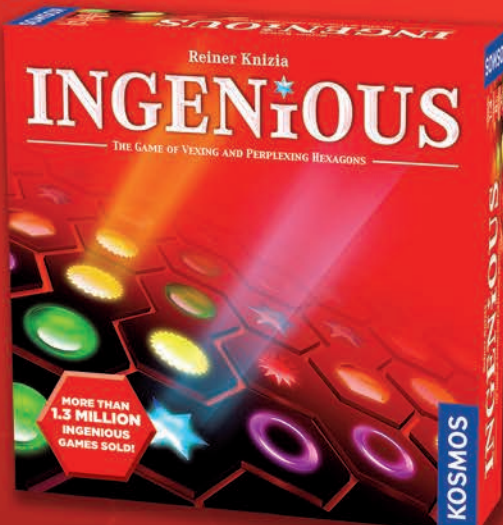


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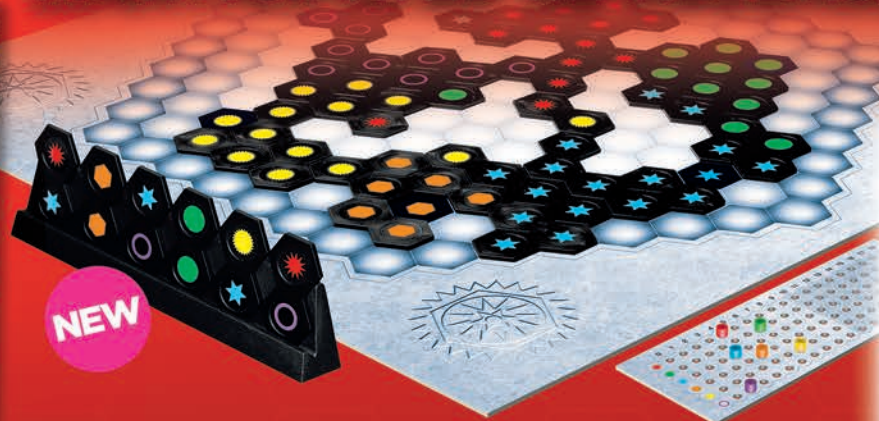


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VS SYSTEM 2PCG: NEW MUTANTS

UDC 89544..... PI | Available Q3 2018!



In 2015 we launched a new competitive card game; VS System 2PCG with *The Marvel Battles*. In the following two years we released seven expansions for it including *The Defenders*, *The Alien Battles*, and *The Predator Battles* which introduced new teams, new characters, new keywords, and new mechanics. These expansions culminated in late 2017 with the release of *S.H.I.E.L.D. vs. Hydra* which took cues from the crossover Marvel Comics event *Secret Empire*.

Looking to the future, Upper Deck is looking at the good and the bad and taking feedback from many of our top players (as well as some retailer and distribution partners) to launch a new initiative. In February, we will be releasing our first pack of a brand new distribution model; *Deadpool & Friends*. This pack will contain 55 cards, new Main and Supporting Characters, as well as new Plot Twists and mechanics. These new packs will be released once a month, and we're calling them Issues, which is a fun little nod to the monthly cadence that ongoing comics have.

Three Issues will be framed as an Arc, which retains a common theme or flavor. *Deadpool & Friends* kicked off the 1st Appearance arc and was soon followed by *Brotherhood of Mutants* which featured a new faction, the titular team, with characters like Magneto, Juggernaut, and Sabretooth. The Brotherhood team will have characters from the long history of the villains, such as Toad and Unus the Untouchable.

Following that is *New Mutants*, which closes out our X-Men themed Arc and ties together *Deadpool's* first appearance from *New Mutants* #98. We're excited to bring characters like Magik, Cable, and the fan-favorite X-23 into the fold of characters. But *New Mutants* will do something else interesting. While the characters won't be getting a new team faction, cards and effects will reference the collectors number as a way to identify the New Mutants. These cards will all begin their collector number with "NEW," and certain abilities will be able to depict cards with that collectors number like they do with team icons now.

Moving forward, Upper Deck will no longer focus on larger expansions (like the 400-card *Monsters Unleashed!*) but instead work on these 55-card Issues, with an occasional release of the 200-count expansions, which we'll be calling Giant-Sized Issues. These can take the place of a regular Issue in an Arc, or feature cool standalone cards and properties.

The first of these Giant-Sized Issues was second Arc, starting with *The MCU Battles*, which draws inspiration from Marvel Studio's plethora of films starting with the 2008 movie *Iron Man*. The following two Issues will return to the new normal of 55 cards; *MCU Heroes* and *MCU Villains*. As a first, these VS System 2PCG cards feature images taken from Marvel movies and feature characters all the way up to the 2017 release *Thor: Ragnarok*.

Future VS System 2PCG releases are planned through 2019, and our wonderful team is hammering away at these releases to make the game easier to pick up and play, as well as cater to our tournament scene. We're seeing, and helping foster, growth in tournaments all over the country. We had a lot of success with the four Organized Play kits we've released to gaming stores so far, and we intend to keep doing them for retailers who want to cater to their VS System 2PCG community.

We hope you enjoy the new line-up of VS System 2PCG that we have for 2018, and we hope to see you at Origins and GenCon for the tournaments and events we have lined up there!



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Get the MacGuffin

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Like many of my best designs, *Get the MacGuffin* coalesced very quickly, seeming to spring practically fully formed from my brain, so it's difficult to really explain how I came up with the idea. That's why, instead, I'm just going to talk about some of the things that inspired it.

I love Hitchcock movies: *Vertigo*, *Rear Window*, *North by Northwest*, *Strangers on a Train*... these are some of my very favorite movies of all time. I loved watching for his cameo (like we do with Stan Lee in the MCU movies now) and I love the word he made famous, MacGuffin, which refers to the thing in the story that all of the characters are trying to get their hands on. Supposedly, whenever someone was pitching a movie idea to him, he'd ask them to get to the point by saying, "What's the MacGuffin in this story?"

So, when I had the idea for a card game in which elimination was swift, but would be prevented if you were in possession of a special magic thingy, the word MacGuffin quickly sprang to mind.

Here's how it works: the goal of the game is to be the last player with a card, and if you have the MacGuffin (and nothing else) it becomes infinitely replayable. Thus, the MacGuffin is the best card in the game, and therefore the thing everyone is hoping to gain control of.

Like many classic MacGuffins, it doesn't really matter exactly what it is... we never even find out. It's something everybody wants, that's all. It has some sort of power that's only revealed at the end (if at all!) and it doesn't even matter if the MacGuffin is found – the winner is the last player standing, regardless of what actually happened to that precious item.

Get the MacGuffin has a lot in common with *Fluxx*. Of course they both have the same designer and the same publisher, but did you know they even have the same birthday? I worked out the core ideas for *Get the MacGuffin* on July 24th 2017, the 21st anniversary of the day I invented *Fluxx*. But seriously, there are a few gameplay similarities as well: *Get the MacGuffin* only has 2 kinds of cards, Actions and Objects, but they function much the same as the Actions and Keepers of *Fluxx*. Both games have a strong luck factor, and you can't tell who's about to win either game until someone does.

One of the big advantages the new game has over *Fluxx*, however, is the way *Get the MacGuffin* drives inexorably towards a conclusion. Any *Fluxx* player will tell you that sometimes the

game just goes on too long, but that can never happen with *Get the MacGuffin*, because you only start with a very small hand of cards and players don't get to draw new cards on their turn.

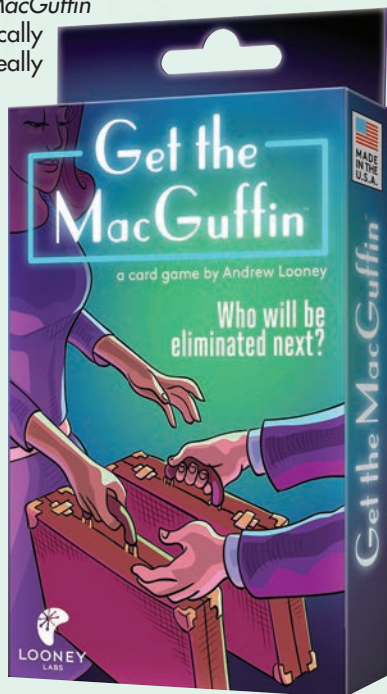
Get the MacGuffin features a slim deck of just 23 cards, yet the game can be played with as many as 11 people. It makes a great party game, yet it also works well as a 2-player game. Indeed, the 2-player version is surprisingly compelling, because the stack of cards set aside when playing with two is actually bigger than the set of cards used, which means each game brings a fresh combination of the very limited resources available each time.

Tarot cards provided another inspiration for *Get the MacGuffin*. Specifically, the 22 "major arcana" cards have some interesting parallels with a *Get the MacGuffin* deck. Each card is unique and features a different character or force in the universe, starting with the very weak and going all the way up to the very powerful. The Hippie, a weak, perhaps even silly card, could be compared to The Fool, number 0 of the Major Arcana, while The MacGuffin could be compared to The World, the highest value card. There's even one card you'll find in both: The Wheel of Fortune. The similarities end there, however, as the motifs and characters in *Get the MacGuffin* are very different from those of the tarot.

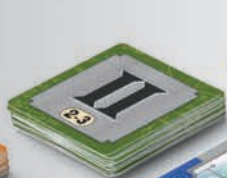
Instead, the themes you'll find in *Get the MacGuffin* evoke action and suspense movies, with cards like the Switcheroo, which lets you trade your hand for someone else's, and Money, which can be used to acquire the card of your choice from another player. There's also the Merchant, who makes the best deal he can for you – which might not be all that great, depending on the situation, and the Tomb Robbers, who pull out what may or may not turn out to be a treasure for you from the "Tomb" of cards not dealt into the game.

One more thing that makes this card game cool and unique: you can play it without a table. I've long been trying to design a good game you can play while sitting around a campfire or even while standing in a slow-moving line, and this game delivers. We were even able to play *Get the MacGuffin* during a dust storm at Burning Man!

Andy is the Chief Creative Officer for Looney Labs, and the designer of *Fluxx*, *Chrononauts*, *Loonacy*, and the Looney Pyramids game system. Andy loves cake.



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SPY CLUB

RGS 00816 **\$45.00** | **Available July 2018!**

Spy Club is a new cooperative board game from Foxtrot Games and Renegade Game Studios, publishers of *Lanterns: The Harvest Festival*, *The Fox in the Forest*, and more. In *Spy Club*, players take on the role of young detectives, working together to discover clues and solve neighborhood mysteries. The action selection mechanisms, the beautiful artwork, the storytelling element, and the replayable campaign format all bring the atmosphere and nostalgia of classic detective stories to a modern tabletop game.

Eric Yurko, *What's Eric Playing?* - "*Spy Club* manages to pull off everything you'd want out of a good cooperative game: lots of social interaction between players, challenging game play, and stressful tension that keeps everyone engaged."

GAME PLAY

Each game of *Spy Club* represents a case that players are investigating. You must find the solution to each of the case's five aspects: the Motive, the Suspect, the Location, the Crime, and the Object. To solve any one aspect, as a team you must collectively confirm five clue cards of the same aspect type as evidence.

To do this, you will use three actions on each turn. Each player has double-sided clue cards in front of them. You can investigate to flip your cards, shift focus to set up teamwork and gain idea tokens, scout to draw new cards, and confirm clue cards as evidence. The simple and interconnected actions provide meaningful and clever decisions for managing your hand, balancing risks, and interacting with your teammates.

Jamey Stegmaier, *Stonemaier Games* - "I really, really like the teamwork element in this game. It gets you to pay attention to the other players, communicate with them, and it unlocks additional actions."

Players are also rewarded with bonus options when they work together. If you are focused on the same type of clue card as another player, you can compare notes to trade cards or take idea tokens. As a result, players are constantly communicating and collaborating — just like the detectives who they are playing.

ARTWORK AND EMERGENT STORYTELLING

As you solve each aspect, a story starts to emerge. Your neighbor stole something from the ice cream shop. But what? And why? The clue cards and other beautiful illustrations by Barttomiej Kordowski (illustrator of *Dream Home*) draw players into the emerging narrative. Barttomiej did a fantastic job bringing the town of *Spy Club* to life with amazing detail in each illustration.

Since each card is a prompt for a narrative the players tell, we needed the artwork to leave room for the players to express their creativity. Take the Love motive card as an example: the paper craft heart, the baby rattle, and the friendship bracelet all point to different types of love. The array of objects work to prompt players in different directions without being overly prescriptive. Crime cards took the most revision to get right. How do you depict crimes like Theft or Eavesdropping without them describing specific crimes? The detailed art work leads the players down a path but allows them to tell the story in a way that is meaningful to their group.



MOSAIC CAMPAIGN FORMAT

You can play individual games of *Spy Club*, each with small twists revealed during the game to add some variability. But the recommended way to play *Spy Club* is as a campaign, a series of 5 games connected together to tell a larger story. At the start of each game, you'll unlock a new module with rules and story elements that change the game in fundamental ways. Just as a unique story emerges in each game, a larger story will emerge over 5 games in a whole campaign.

Andrew and Jess Fisher, *Gamesity* - "There's stuff in the campaign deck you probably don't expect. There's safe-cracking, some mini golf, some party planning — and those aren't just thematic elements, those are mechanics. It's really, really cool. You're building this story, case by case, to figure out what's going on."

In this new mosaic campaign format, the way you unlock new modules is not linear or scripted. The decisions you make in one game will dictate which module you unlock in the next game. For example, you may discover at the

end of Case 1 that the Garbage Man is the mastermind suspect behind the campaign. At the start of Case 2, you will unlock the module that goes with the Garbage Man. This introduces changes to the game play that are unique to that module.

This nonlinear format for unlocking cards ensures that no two campaigns are alike. You can play multiple campaigns with different groups, unlocking new adventures and other secrets each time. With 40 replayable modules, you'll always have fun stories to tell and new content to explore.

Sara Meadows, *Tantrum House* - "The real gem is the campaign. You get to unlock cards from the deck, and these may vastly change what your next games look like. The replayability is almost exponential."

...

Randy Hoyt is the owner of Foxtrot Games. He is a co-designer of Spy Club and has worked as the game producer on Lanterns: The Harvest Festival, The Fox in the Forest, and more. He lives near Dallas, Texas with his wife and two young sons.



Sarah Graybill is an independent game designer from northern California. She worked as a game developer on Spy Club and is a co-designer of the upcoming game Grackles from Fireside Games.

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Card Game

Roll for it!

ROLL FOR IT! DELUXE

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Roll For It! has been everywhere over the past five years. From friendly local gaming stores to big box retailers, online and in gift shops in remote corners of the planet, the plucky little game keeps popping up on shelves. Wil Wheaton played it with Jennifer Hale, John Ross Bowie, and Jason Ritter on *Tabletop*. It's been spotted being played on cruise ships, in airports, on trains, during hurricanes, at Disney World, and on countless kitchen room tables. Recently, it's even debuted in a spectacular mobile version, by Thunderbox Entertainment (the team behind the amazing *Tsuro* app). Some people love *Roll For It!* for its simplicity, take-anywhere package, and replayability. Others are left scratching their heads at it. Still, *Roll For It!* has taken the world by storm, all I can do is sit here and wonder how the little game I designed to bring my wife to the table has been able to do so much.

I was raised primarily on two games, *Yahtzee* and *RISK*. A love of rolling dice was pretty much woven into my DNA.

It's certainly no surprise that my brain was hardwired to contemplate dice when the time came. But I'm getting ahead of myself.

Around 2010, I was coming up with lots of ideas for designs that appealed to my burgeoning love of heavy-duty games. My notepad was filled with designs that involved 4X-style civilization-building, post-apocalyptic Euro cube-pushing railroads, and the like. I had piles of prototypes in my house, and I tried to playtest them all with my wonderful wife, Becky. But though she did her best to feign interest, and certainly offered as much constructive feedback as she was able, those types of games just didn't appeal to her. In fact — and she will tell you this herself, so I'm not just making it up to juice the story — she really doesn't care much for games. After years of subjecting her to heavy designs, I began to think about what kind of a game we could play together that she would actually enjoy.

Becky had been raised on the old standards, and she was not much of a fan of any of them. Therefore, I decided, my challenge was to design a light, quick, fun game that we could sit together and play, but that wouldn't overstay its welcome. My dream was that after playing this game together, she would say, "That was fun! Let's play again!" With the die cast, I immediately set to work, full of excitement and promise! This was going to be fun, and how hard could it be?

Terrifically hard, it turns out. What I've discovered is that it is often much easier to design a complex game with multiple levels than it is to design a simple, elegant game. The reason behind this is simple: with

complex games, you can hide some rough edges with other shiny design elements. In a simple game, everything is on display. There's no room for excess stuff, and imbalance is much easier to identify in a small game. Therefore, the idea of designing a light, fun game to play with Becky was relegated to the back of my mind, where — it turns out — those beloved latent memories of *Yahtzee* and *RISK* got directly to work.



One unassuming day, as I was getting ready for work, a curious but fully-formed idea popped into my mind: *Roll dice and match them to dice face images on cards laid out on the table*. I had never played a game quite like that, and immediately I could see it all! The dice, the card layout, the flow... it all worked! I ran downstairs to tell Becky, and as I went, I added a theme that would surely be a hit with my wife: dogs!

When I explained the concept to Becky, I added the idea that each card would feature images of different dogs, and to win, you collected sets of pooches. Something like three beagles for the win! But my sweet wife, whom I love more than anything, took in the idea and stated flatly, "Your games are always too complicated..." We both laughed.



In a way, she was absolutely right. Dropping the dog theme and moving to numbered scoring was the best way to go. Weeks of prototyping and playtesting refined the card values and lead to the winning score being 40. I played *Roll For It!* with families, friends, gamers, and total strangers, and I was pleased to find that the reaction was positive.

Since then, the game has gone on to establish itself as a go-to dice game to introduce to new players. Between its *Tabletop* show and appearance in stores the world over, it has been a true pleasure to watch the explosion in popularity.

And most importantly, Becky and I — now with our kids joining us — spend a great deal of time together at our kitchen table, rolling dice and matching them. I set out to create a light game my wife would want to play, and I'm thrilled to say it has had the same effect all over the world.

...

Chris Leder is a father of three and the Director of Fun™ at Calliope Games. He also designs games, including Roll For It! (as implied in this article) as well as the upcoming Trainmaker and City of Gears.





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A STORY AS OLD AS TIME

BEFORE THERE WERE STARS

SND 1002..... \$39.99 | Available August 2018!

Since ancient times, the twinkling of the heavens have inspired people across the globe to create stories that answered the most important of questions: "Who are we... and how did it all begin?"

This August, Smirk & Dagger brings the second title in their Smirk & Laughter imprint to market, "Before there were Stars...", and it will make jaws drop for reasons far above and beyond its stunning box art and presentation. The game demonstrates, in striking contrast to their fifteen-year history, just how broad and interesting their new line promises to be. They weren't kidding about Smirk & Laughter being steeped in emotionally-involving game play, nor the amazing depth and breadth of the emotions to be explored. This game illustrates their new vision beautifully. This is the most heart-warming, "feel-good" storytelling game we've ever seen. Even those who may feel storytelling games aren't their cup of tea, would do well to give this game another look.

"Before there were Stars...", by designers Alex Cutler, Alex Wilkerson and Matt Fantastic, casts players as ancient lore givers, who take turns telling the mythic creation story of "their people". On your turn, you take a handful of 12 star-pipped dice and cast them onto the table, forming the night sky. Your eyes scan the heavens, looking for any constellations you may see. These are represented by a row of five Constellation cards, with beautiful, brush art illustrations of broad concepts like "Moon," "Seed," "Temple," "Eagle," or "Liar," which are available as keywords for your story – but only if the star dice faces on the card match a set of dice in your night sky. Then, inspired by the constellation cards you've selected, you will craft a tale about the creation of the world, the origins of your civilization, the rise of a great hero, and the end of days.

If your mind is already filling with people to share this game with – just wait, it gets better. The game's true strength is measured by three key selling points, approachability, level of engagement, and

some ground-breaking innovation in the genre. Let's start with how this game breaks the mold.

INNOVATION

Existing games in this space are often built on collaborative story creation, where players guide a single tale, adjusting on the fly as players add to or change the story. "But I have always found that aspect of story-driven games very unsatisfying," said Curt Covert, owner of Smirk & Dagger Games, "Not that it doesn't have its place, but when I create a story, I have a personal vision for where I want to take it. When the story is constantly derailed, or a single player can turn a drama into a comedy on a given turn, it pulls me right out of the game." Not so here. In "Before there were Stars...", each player is the master of their own story and may fashion it after classical myths, tribal tales, or yeah, play it for comedy if they like. But players get the satisfaction of making their story what they want it to be.

The biggest difference, however, relates to scoring, and one cannot underestimate its importance. First, scoring is done in secret. After all players have finished a 'chapter' of their story, they pass around their offering bags clockwise around the table. The bags themselves are made of colorful woven cloth, which gives both a feeling of the ancient world and the modern world at the same time, and worthy of a wine party setting. Players then take a translucent Star Bead, from their pool of beads valued at 1 to 3 points, and drop it quietly in another players bag, scoring each player (other than themselves). "You don't see players enjoyment of the game rise and fall with the casting of votes. And importantly, the game never degenerates to simply awarding the highest points to the funniest joke, necessarily. Humor is a tool, but not the only one," Curt said. "But it is the scoring criteria that ends up setting the game apart and makes it so enjoyable for almost any player to join in, regardless of how good a 'storyteller' they think they are."



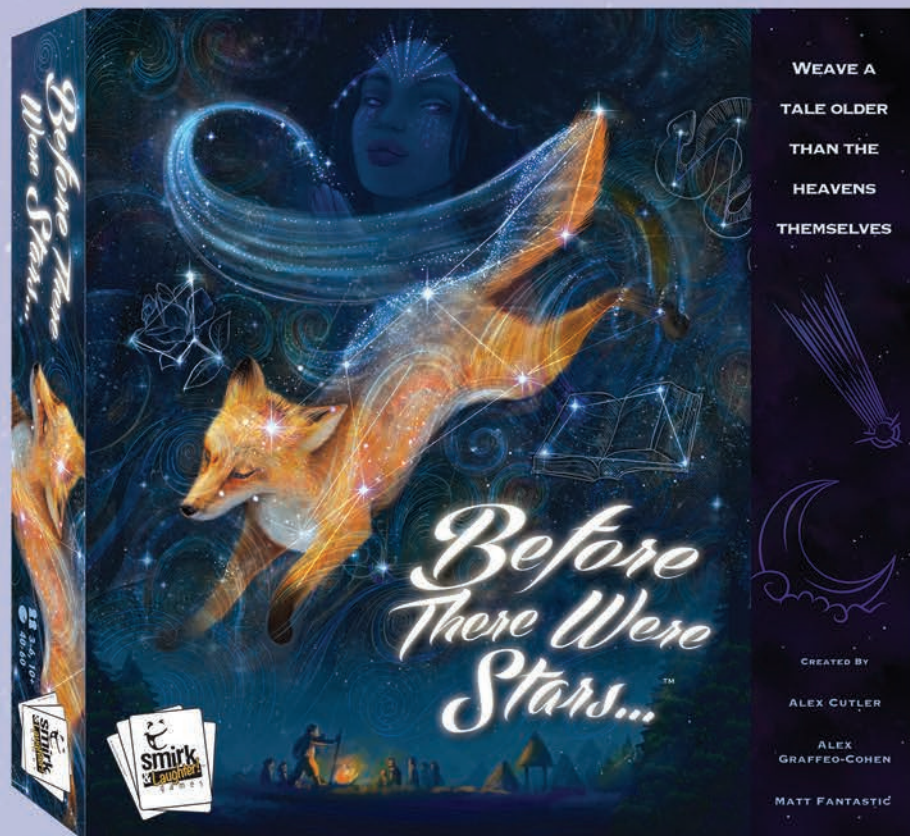
APPROACHABILITY

Unlike many games in the genre, scoring is not based on who was the best presenter, who got the biggest laugh or even, who told the best story per se. Instead, players evaluate and score one another based on the best story *moment* they heard that round. Perhaps it was a wildly creative idea, an image you painted in people's minds, an unexpected development or even, a great recovery. "We have seen players, who may have been struggling in early rounds, score huge when they were able to pull seemingly disparate aspects of their tale together later on. If you ever think to yourself, "oh, that was cool," during a story, that's a reason to score the player well." When you think about scoring in this way, it assures that those who are less confident storytellers will not be constantly overshadowed by those who are – and that really good storytellers cannot rely on their performance as much as they may think. Anyone can have a "great moment" – and every great moment deserves to be recognized.

The other mechanic that makes the game so approachable are the story prompts listed on the player mats. Each chapter provides a prompt like, "In the beginning..." or "A great hero emerges...". It is just enough of a guiderail to get you started, but open enough to take you anywhere. When paired with two keywords pulled from the Constellations, players are able to quickly assemble a roughly minute-long story. "The game's welcoming nature is partly due to the type of stories told. Myths and legends are part of the cultural DNA in us all. We grow up with them... and they all have a familiar flow. I think this makes it easier on players when they have to improvise. We intuitively know how to build myths like these."

LEVEL OF ENGAGEMENT

This is an emotionally rewarding game. One of the best we've seen. It's a game that lets you appreciate the boundless imagination in all of us and is full of warmth and humanity. That may seem like an overly lofty statement – but play it and see. Nothing exemplifies this better than how the game actually ends. Once all four Chapters have been enjoyed, before anyone peeks into their bag of Star Points, there is one last honor to bestow. Starting with the owner of the game (or host), each player is asked to mention one or two favorite 'moments' from the stories they heard. (Remember, scoring has been in secret, so



feedback has been minimal) Then, that same player will tell everyone their most loved moment of the game, one that truly touched them, made them laugh, or was just a brilliant or beautiful story element and explain why it appealed to them. To that story goes a single bonus point. But the act of giving and receiving this Moon point is worth far more. Invariably, everyone at the table ends up being recognized in some way, they hear about how their story connected with people – so that everyone walks away from the table with an almost Zen feeling of fulfillment. "Often, it is the people who thought they would like playing least, that end up smiling the broadest afterwards. It delivers on everything you'd hope from hearing the description, and none of what one might have feared."

Smirk & Laughter has also recognized the game's value for teachers and will have common core lesson plans available for both English and Social Studies, downloadable from their website, smirkandlaughter.com. "It is a perfect way to underscore and reinforce what (kids) are learning in class, by creating their own myths, and by imagining the type of culture that would create 'this' as the story of their beginning and end. We even have a separate story prompt, which allows players to craft the Legend of a particular thing, like why we have Spring or how the Artic Fox lost his color. One of our optional rules for this prompt helps illustrate comparative mythology. Every culture has some legend about the moon giving way to the sun each day, but they are all unique. Players can all tell the story of a common thing, but be able to compare and contrast how each has interpreted it in their tale."

"Before there were Stars..." is a breath of fresh air that never repeats itself, except in the fun and warmth of emotion it brings to your table. It is a perfect game for nearly anyone, RPG fans, gamers of every skill level – and is a wonderful way to welcome new, casual gamers into the hobby. The epic tale of this game has only just begun...

...

Curt Covert is the owner of Smirk & Dagger Games. A fifteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, Nevermore and Tower of Madness, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.



THERE'S A **Saboteur** IN OUR MIDST

You're digging for gold deep in the shadowy maze of a mining tunnel, when suddenly a pickaxe shatters your lamp and the cavern goes pitch black. The saboteur has struck again... but who is the saboteur?

Since 2004, gamers have asked this question as they've played the classic card game *Saboteur*. But there's another question to be asked: What makes *Saboteur* such a great game? Is it the elements of cooperative play? The betrayal? The secrecy? The theme? The fact that it's easy to learn and takes about 30 minutes to play? Or maybe it's because large groups can play together? *Saboteur* fans gave a broad range of answers — all of these factors contribute to its success.

This led to a broader question: If you had unlimited access to a large German game company's archives that has hundreds of games, including classics and *Spiel des Jahres* winners, how would you pick games to launch in our market? While working on a team with the good fortune to have this opportunity, we chose three criteria:

1. European quality — great gameplay and quality components
2. Easy to learn rules
3. Moderate prices (suggested retails between \$10-20)

With *Saboteur* (now available at a suggested retail of \$10) as our centerpiece, we set out to find games that are rich in strategy and entertainment value, but easy to learn. We started with *Saboteur 2*, an expansion pack that adds team play, new characters (including one who's more interested in crystals than gold), and devious obstacles. *Saboteur -The Duel* offers a two-player version and solitaire play, along with a troll that can block the miners' path.

We then chose *Ciúb* and *Portal of Heroes*. In *Ciúb*, players are wizards on an epic quest for the Opus Magnum, invoking strategic powers and magic with every roll of the cubes (there are 62 in the game). In *Portal of Heroes*, players summon fabled heroes through the portals of legends as they seek to fulfill an ancient prophecy and reestablish the sacred balance between Good and Evil.

Adding two *Spiel des Jahres* winners that have defeated the test of time was an easy choice. Five-time *Spiel*-winner Wolfgang Kramer's *Heimlich & Co.* is a Cold War classic that may be the only *Spiel*-winning strategy game that players can learn in two minutes or less — the game revolves around capturing top-secret information while trying to figure out the other players' identities. *Café International* offers mouth-watering strategy as players earn points for seating diners at tables, but lose points as the restaurant fills up and they're forced to send them to the bar.

And then there's AMIGO's specialty: card games. Including *No Thanks!* (one of my personal favorites) was a no-brainer—it's a game with just three rules that challenges players to get inside their opponents' heads by playing chips (which are good) to avoid taking points (which are bad). Another Wolfgang Kramer creation, the well-known *Take 5!* (back to its original name after stints as *Take 6!* and *6 nimmt!*), is now combined with a free bonus game, *Take a Number!* (*X nimmt!*, in German). And *Double Down*'s simple rules and addictive gameplay made it a natural too—players add cards onto a running total, trying to avoid doubles, such as 11, 22, and 33, and playing the card that pushes the total over 99. *Eye Sea* is great for groups and solitaire play—its 120 cards have images that players combine to make phrases and sayings—combine a chili pepper and a chair to form "hot seat," and dice and a clock to make "game time."

Déjà Vu offers a unique twist: It's the only game I know of that gets harder the more it's played. Players flip over cards with pictures of objects on them; the second time an object appears they scramble to grab it from the table. And we couldn't leave out *Fruit Punch* (known



in German as *Halli Galli*), since it's AMIGO's top-selling game of all time with more than 11 million units in print.

The next gem from the archives was a classic game called *Escape from the Hidden Castle* (*Hugo - das Schlossgespenst*, in Germany, and formerly known as *Midnight Party*). Originally launched in 1989, it was one of the first games to feature, literally and figuratively, a phantom mover — a ghostly specter that moves at random, chasing guests around the castle until only one player escapes.

Our title with the most pre-orders is Haim Shafir's *Clack!*, in which players use magnetic discs to pick up other magnetic discs with matching colors and shapes. One of the world's most successful inventors, with tens of millions of units sold, Shafir's *Connect the Thoughts*, *Ring-a-Ding-Ding*, and *Cake Off!* all feature simple gameplay that challenges kids' brains... and fingers.

To finish things off we added two children's games with astonishing value: *Engine, Engine No. 9* features 12 toy trains and a two-layer board that moves on every turn, while *Duck-a-Roo!* includes 4 large plastic duckies and an elegant memory-based gameplay mechanism. Both of these games have suggested retails of \$19.99.

With *Saboteur* in the middle of it all, the AMIGO product line launches in mid-August.

...

Jeff Pinsker has invented more than 150 games that have sold more than 38 million units at retail. His inventing career started at the age of 9, when his mother bought him a board game that was missing its instructions and he had to invent rules—he made up a different rule set every day for a week. Since then, he's held top management roles at Spin Master's Cardinal division, Pressman Toy, Klutz, University Games, Infinity, and currently, AMIGO Games.



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TO MURDER AN OLD MAN

Cheapass Games *Twenty Years of Killing Doctor Lucky*

KILL DOCTOR LUCKY DELUXE 19.5TH ANNIVERSARY EDITION

CAG 230..... \$40.00 | Available Now!

In the fall of 1996, aspiring game inventor James Ernest launched his genre-defining company Cheapass Games with six black-and-white games. They were printed on his laser printer, trimmed by hand, and packaged in plain white envelopes. Foremost among these was CAG 001, *Kill Doctor Lucky*: a “pre-mystery” game about trying to murder a very lucky old man.

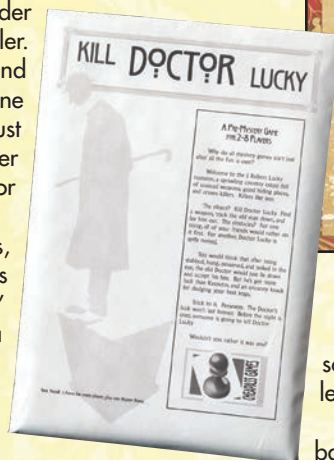
“WHY DO ALL MYSTERY GAMES START AFTER THE FUN IS OVER?”

Kill Doctor Lucky subverts the murder mystery genre by making everyone the killer. The game starts with the victim still alive, and players compete to do him in. But everyone thinks they are acting alone, so players must be stealthy and clever and try to murder the old man. And he’s not called “Doctor Lucky” for nothing.

“Like many early Cheapass Games, *Kill Doctor Lucky* started with a title,” says Ernest. “The name ‘*Kill Doctor Lucky*’ just appeared in my head one day. It’s a comedy scenario where the players are trying to kill someone who is magically hard to kill. Three weeks later, we had the bare bones of a game.”

Doctor Lucky has been through many editions, sequels, and expansions since then, and has garnered a few awards including the Origins Award for Best Abstract Board Game of 1997. It also appeared in that year’s GAMES 100. Respectable for a six dollar game in a paper envelope.

Like many popular Cheapass Titles, *Kill Doctor Lucky* found a deluxe edition and another home (Paizo / Titanic Games) while Cheapass Games was in hibernation in the early 2000’s. When it was time to bring the game back to Cheapass, James Ernest gave the game a graphical and mechanical overhaul, creating the 19.5th Anniversary Edition in 2016.



ISLAND OF DOCTOR LUCKY

CAG 250..... \$40.00 | Available August 2018!



REDESIGNING A CLASSIC: THE 19.5TH ANNIVERSARY EDITION

“The first edition of *Kill Doctor Lucky* was well-loved, but it had some problems,” says Ernest. “While the game was with Paizo, I let them know that I wanted to overhaul it for the 20th Anniversary.”

“We rebooted Cheapass Games and brought the license back in-house, so I wound up making those changes for the new Cheapass edition.”



GETTING TRAPPED

In all versions of *Kill Doctor Lucky*, the turn can skip around. This happens whenever Doctor Lucky moves into a room with a player in it, so players can “lie in wait” and be assured of a turn.

In the original, players could “ride the Lucky Train,” using this mechanic to move ahead of Doctor Lucky and draw a hand full of cards. This was fun for one player, but could be frustrating for everyone else, especially the newest players.

“Taking extra turns isn’t inherently bad, as long as everyone gets the same chance,” says Ernest. “We actually kept the Lucky Train, more or less, but you can no longer draw cards while Doctor Lucky is watching you. So it became just a long move, rather than a huge card advantage.”

To break up the Lucky Train, the original board had hallways that kept you from moving as fast as Doctor Lucky. But players could get “stuck” in those hallways, especially in games with a lot of players. Doctor Lucky never visits them, and in a bigger game sometimes the only way to get a turn is to get a visit from Doctor Lucky! Experienced players knew enough not to get stuck in the hallways, but new players often would.

“Move” cards used to affect Doctor Lucky, but no longer do. This feels bad for the game, but as Ernest explains, “Even if you were in a perfect place to intercept Doctor Lucky, someone could play a move card and drag him off course. Now he will absolutely visit every room in order, and hallways are free moves, so you just can’t be trapped forever.”

Keeping Doctor Lucky on course was a design improvement that James first made in the card game, *Get Lucky*, in 2013. “There isn’t a board in *Get Lucky*, but Doctor Lucky still follows the numbers, visiting each character in order. We learned that it was better for the game if players could not move the Doctor off course, and that informed the redesign of the board game.”



“Another innovation from *Get Lucky* was putting Luck on every type of card,” says Ernest. “This way, you get a better idea of how strong someone’s hand is by watching which cards they throw away. If they have to pitch really good cards, they are probably running out of Luck.”

But with so much luck in the early game, what was the point of making early Murder attempts? “In the first edition there wasn’t a lot of incentive to make early murder attempts,” says Ernest. “Players tended to hang back and the game could easily stall. I tried to convince people that dragging Failure cards out of other players’ hands was important in all parts of the game, but it was a hard sell.”

The 2002 “Director’s Cut” introduced an optional “Spite” mechanic, using tokens to boost players’ attack each time they made a murder attempt. Paizo adopted versions of this rule in their editions, and Ernest adapted the mechanic in the new edition by using discards instead of tokens.

The deck has also been simplified: The “Move” and “Room” cards from the first edition are now a single card type, a concept first introduced in the 2000 prequel *Save Doctor Lucky*. And there used to be more rooms than Room Cards, and not every Room had a Weapon. Now the main board has 24 Rooms, and the deck contains exactly one Move and Weapon card for each.

“We didn’t change much, just everything,” says Ernest. “After unpacking and rebuilding the rules, *Kill Doctor Lucky* feels more like the game it was always supposed to be.”

COMING THIS SUMMER: THE ISLAND OF DOCTOR LUCKY!

The Island of Doctor Lucky is a new standalone board game in the Doctor Lucky family, coming in August 2018. You’re still trying to kill the old man, but now his island is also trying to kill you!

The *Island of Doctor Lucky* features all the joy of murdering a despicable old philanthropist in his home, combined with all the fun of dodging monsters and traps on a mysterious tropical island. New card types called “Hazards” let you harass other players or Doctor Lucky at a distance, and each one you play also adds a step to your basic move.

Learn more about *Kill Doctor Lucky*, its expansions, and *Get Lucky* at CheapassGames.com.



MURDER, FOILING, AND BUILDING POWER

How does Doctor Lucky escape nearly every attempt on his life? Instead of using a mechanic like a simple die roll, Ernest used a card-play mechanic that adds bluffing and deduction to the game. When a player tries to kill Doctor Lucky, everyone else gets a chance to discard cards that represent Doctor Lucky’s Luck.

In the original game, there was just one class of card (Failure Cards) that could foil a Murder attempt. These cards did nothing else, and when you were out of these cards, you could do nothing to prevent another player from murdering the old man.

Rick and Morty

The PICKLE RICK Game

FIRST LOOK AND THOUGHTS ON MAKING THE GAME

RICK AND MORTY: THE PICKLE RICK GAME

CZE 02708..... \$45.00 | Available July 2018!

When the *Rick and Morty* Season 3 episode "Pickle Rick" debuted on August 6, 2017, it was an immediate hit. Memes, fan art, fan-made T-shirts, and general online chatter were non-stop for the rest of the summer. Being superfans of the show ourselves, we knew we had to make a game based on this incredibly popular episode. But why is it so popular?

First up, Rick turns himself into a pickle to get out of having to attend a family therapy session. Who wouldn't do the same!? But then he accidentally gets washed down into the sewer, where he uses the muscle and sinew of cockroaches and rats he kills to build himself a body that can maneuver around... and build weapons. It's all so preposterous, how can you not love it?

This all takes place within the first five minutes of the episode, mind you. The part that I knew would make a great game was what happens next. When Pickle Rick emerges from the sewers, he finds himself in a heavily-guarded compound, featuring lots of Russians with guns. They don't take kindly to the intrusion, and a non-stop battle ensues as Rick tries to escape.

It's pretty much Rick versus everyone else, but I did not feel there was enough "everyone else" to make this game anything other than a two-player game (there is a Solo Mode as well). One person plays Pickle Rick, while the other player is the Russians and Jaguar (a man so desperate to save his daughter he would hunt a pickle). To help game replayability, I decided against making a fixed map of the compound. I wanted the person playing Rick to have a real sense of not knowing the layout of the compound, which is a feeling you just can't get when you can see the whole board or have played on the same old map before. We decided to use tile placement to create a new and unique board each time you play, though anchored by an initial setup framework. That framework places the Bathroom, two Guard Posts, and the Rooftop in play, with two random face-down tiles between each.

The tile backs are made to look like classic office popcorn ceiling tiles, which Pickle Rick may flip up by moving onto them. He may also move off the initial setup tiles, drawing a tile off the tile stack and placing it face up. Sounds easy, right? Except that many of the tiles have Walls in inconvenient places that might interrupt Rick's best laid plans.



On 2/3rds of the tiles, you will find an Air Vent. This allows Pickle Rick a chance to maneuver his way out of danger or dead ends. When Pickle Rick moves through an Air Vent, he draws a tile to place on the other side. However, if that tile doesn't have an Air Vent, the move fails and he's back where he started. If there is an Air Vent, he places the two Vents back to back and moves on through.

Each player starts out with a 25-card deck for their side, a hand of five cards, and character cards that feature special abilities of the different characters. Pickle Rick and Jaguar each start out with 10 Hit Points. Pickle Rick emerges from the toilet in the Bathroom and must get to the helicopter on the Rooftop to escape. The Russians win if Pickle Rick runs out of Hit Points, cards in his deck, or tiles in the tile stack. Basically, the Russians win if Pickle Rick fails, and the Russians have a bevy of tricks to speed him to defeat.

The action of the game is generated through custom etched Action Dice that feature symbols: Guns (x2), Move, Draw, Utility, and Wild. At the start of your turn you roll the four dice. Re-rolls are possible most of the time. You can imagine what the dice symbols do based on their names, but the cards in your hand have symbol costs as well. Pickle Rick must use cards to deal damage by way of his Screw Launcher, Blade Launcher, or Shoulder-Mounted Laser. He also has a lot of Traps he can spring on the hapless guards. The Russian player doesn't need to use cards to deal damage to Pickle Rick. However, each guard may only Move and Shoot once each round (Jaguar can Move and Shoot twice per round). Pickle Rick will be killing off guards left and right, but more are always on the way.

If all that wasn't enough for you, the game is contained within a huge plastic pickle! It even has a stand that attaches to the back, so it can be the centerpiece of your family dinner every night. It also comes with two custom-sculpted miniatures, one for Pickle Rick (35mm) and one for Jaguar (45mm). It's a must for any *Rick and Morty* fan, and there are literally millions and millions of them!

Matt Hyra has been with Cryptozoic Entertainment for eight years and has been the lead designer on each of the company's Rick and Morty games (e.g., *Total Rickall* and *Anatomy Park — The Game*). He is also the lead designer of the DC Deck-Building Game line and many others. He lives in Orange County, CA.



A HEART-WARMING STORYTELLING GAME

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Before There Were Stars...TM



S&D 1002 \$39.99
August, 2018

WEAVE A TALE OLDER THAN THE HEAVENS THEMSELVES

Pretty Guardian Sailor Moon Crystal

DYSKAMI
Publishing Company



The Secret Origin of Sailor Moon Crystal Dice Challenge

SAILOR MOON CRYSTAL: DICE CHALLENGE

DYS 401 \$34.99 | Available Now!

I'm thrilled to present to Game Trade Magazine readers the totally true and 100% not made up history of the Sailor Moon Crystal Dice Challenge game that my company, Dyskami Publishing Company, is debuting this month. The first release in a line of tabletop games set in the Sailor Moon Crystal universe, *Dice Challenge* has taken a long five-year journey from inception to publication. Herein is my story.

Sailor Moon Crystal is a recent Japanese anime adaption of Naoko Takeuchi's smash-hit manga (comic) series, *Sailor Moon*. The beloved original mid-1990s *Sailor Moon* series is one of the most popular and recognizable anime productions ever translated into English for the North American market. The *Crystal* series is a reboot of *Sailor Moon* that is a much more faithful adaptation of Takeuchi's manga story, which omits much of the original material from the first series that was inserted to appeal to a younger viewing audience. *Sailor Moon Crystal* is a more robust and mature story of the five pretty magical guardians who fight for love and justice and protect the Earth from evil forces threatening harm. Currently available in North America on DVD and Blu-ray, as well as numerous free and paid on-line streaming services, *Sailor Moon Crystal* remains a popular and critically acclaimed anime series that appeals to a wide audience. I'm a huge fan of this faithful series reboot.



In 1999, designer James Ernest of Cheapass Games released an innovative abstract game called *Button Men* in which players simulated battles through dice roll-and-capture mechanics. Each product in the *Button Men* line featured two buttons with game stats and rules, but no dice were included. Why buttons? The genius behind James's design created not just a simple tabletop game but a social game as well. Gamers would wear their favorite button at conventions, which served as a notification to other *Button Men* fans that they were looking to accept challenges and engage in dice battles with complete strangers. The buttons promoted the game actively and created a community of *Button Men* fans. James was awarded with the *Origins Award* for Best Abstract Board Game for his efforts.



At that time, I was serving as CEO of a tabletop RPG company called Guardians of Order and was enjoying great success with my *Sailor Moon Role-Playing Game* and *Resource Book*. A huge fan of James's dice game design, I thought that a *Sailor Moon* expansion to *Button Men* would be a great product for both fans and gamers alike and I approached James to co-design a set of *Button Men* compatible buttons with me. In 2000, Guardians of Order released the first 12 buttons of the game that was simply titled *Sailor Moon Button Men*, emphasizing characters from the first season of the mid-1990s TV show. Two buttons - a heroine and a villain — were packaged in each

Mark: Hi James, it's been a long time since we talked!

James: It sure has, old friend. What's up?

Mark: I'm publishing tabletop games again. If I can get a *Sailor Moon* license, I was thinking about reformatting and rereleasing *Sailor Moon Button Men*. Would you be OK with that?

James: Funny, I was recently thinking that Cheapass should relaunch our own *Button Men* game too.

Mark: Wow, what a coincidence! I don't want to use buttons, though. I was thinking cards this time.

James: I was thinking of using cards too.

Mark: Cool! And instead of only two characters in a set, I want to release a single deck of dozens of characters at once.

James: Wow, that's exactly what I was going to do.

Mark & James: Same!

It took a few (long) years of communication and negotiation for Dyskami to acquire a *Sailor Moon Crystal* license from Toei Animation, but I was successful at last. *Sailor Moon Crystal Dice Challenge* is a reboot of our original 2000 release, rebalanced and tweaked for a new audience. We also added two distinct multi-player options and tournament rules to the set. Furthermore, the boxed set includes custom *Sailor Moon Crystal* lanyards and card holders to maintain and promote the social play aspect of the original button design. Cheapass Games decided to keep the *Button Men* name for their own game reboot since it ties in with the combative origins of mobster "button men", but I thought a separately branded and named game would be more streamlined and less confusing. Same game, different name — yet fully compatible with *Button Men*.

set and six sets were produced. A year later, James and I co-designed a second set of six button pairs that focused on the second season of *Sailor Moon*. Guardians of Order continued selling the twelve *Sailor Moon Button Men* sets until their license came to a conclusion several years later.



Fast forward to 2013. After nearly a decade working outside the gaming industry and itching to return to my creative roots, I founded Dyskami Publishing Company to re-enter the market and create and publish tabletop games. Eternally a *Sailor Moon* fan, I outlined a business plan to reacquire a license to create tabletop games based on the promising *Sailor Moon Crystal* anime reboot. I thought it would be a great idea to relaunch *Sailor Moon Button Men* in a new product form as Dyskami's first *Sailor Moon* offering. Details were still forming in my head, but I needed to reach out to Cheapass Games early to ensure James would permit a modified re-release of the game. To paraphrase our phone call:



Thus, *Sailor Moon Crystal Dice Challenge* was born. The game has a suggested retail price of \$34.99 and is currently available from your friendly local game store. Best of all, Dyskami Publishing has packaged a special *Sailor Pluto* promotional card with this edition of *Game Trade Magazine*. Have fun saving the Earth!

...

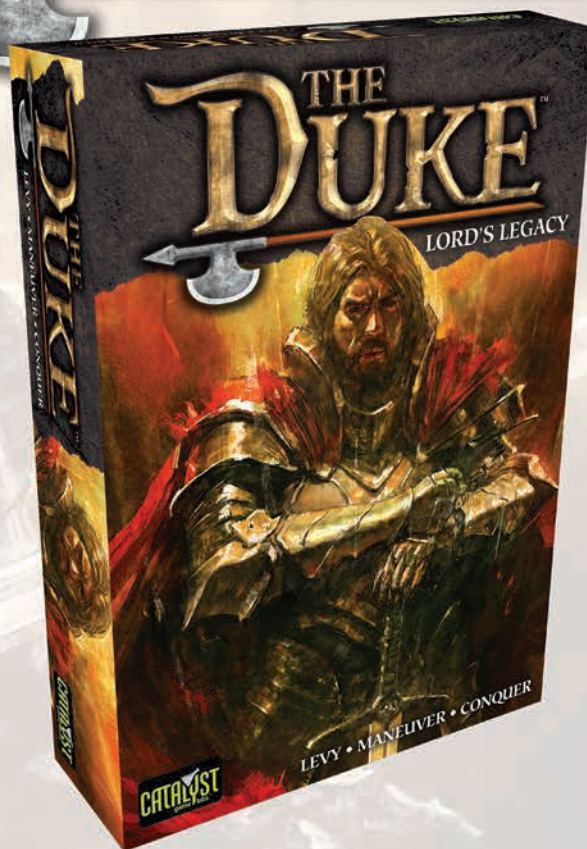
Mark MacKinnon is the president of Dyskami Publishing Company, which is headquartered in Guelph, Ontario, Canada. Mark also currently serves as City Councillor for Guelph, where he enjoys applying his game design background to stress-test city bylaws and procedures.



©Naoko Takeuchi/PNP/KODANSHA/TOEI ANIMATION



THE DUKE™



LEVY, MANEUVER, CONQUER

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



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SPOTLIGHT ON



GAME TRADE MAGAZINE #222
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 222.....\$3.99

ART FROM PREVIOUS ISSUE

ALDERAC ENTERTAINMENT GROUP

THE CAPTAIN IS DEAD: LOCKDOWN

The Captain is Still Dead! The Crew has been captured and taken to an alien prison planet. Now they must escape their cells, avoid patrolling aliens, and get away! Scheduled to ship in August 2018.

AEG 7018.....\$49.99



MYSTIC VALE: TWILIGHT GARDEN EXPANSION

Twilight Garden adds new advancement and vale cards to the base Mystic Vale game, giving players more card crafting options and exciting new possibilities for combos. New leader cards grant abilities that can be upgraded to become even stronger! New curse tokens offer players a quicker path to power, but with a price at the end of the game.

AEG 7022.....\$39.99

AMIGO GAMES

CAKE OFF

This sweet little game uses a simple recipe to mix up a big batch of fun. Shout *Cake Off!* to start, then pass a card to your neighbor. Think quickly and pass fast! The game doesn't stop until one baker holds five matching cards and sneakily touches the cake plate. The other bakers race to touch the plate too! But the last one gets a stamp on the back of the hand. The player with the most stamps is the *Cake Off* champ. Scheduled to ship in August 2018.

AGI 18001.....\$12.99



CLACK!

Yellow stars! Red lightning bolts! Blue footprints... where are they? Spread out the magnetic discs, roll the dice, and scramble to match the picture and the color. Make a match, grab a disc, and use its magnetic clack to build a stack. Keeping score is easy! Just line up the stacks to see whose tower is tallest. Scheduled to ship in August 2018.

AGI 18002.....\$16.99



CONNECT THE THOUGHTS

Connect The Thoughts starts as a matching game and ends as a thinking game as players collect cards that connect. Scheduled to ship in August 2018.

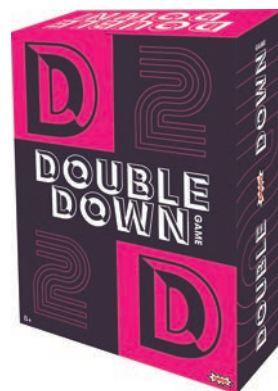
AGI 18003.....\$12.99



DEJA VU

I could swear I've seen that before... or have I? Flip over a card and look at the images, then flip over another. When you think you're seeing something for the second time, grab the matching object from the table. Your memory can play tricks on you in the first round because many objects look similar, but it's even trickier as play continues and you're seeing objects again and again... or are you? Scheduled to ship in August 2018.

AGI 18409.....\$14.99



DOUBLE DOWN

This simple, yet satisfying, card game makes a little math go a long way. Players take turns adding cards to the stack, increasing the total as they play. Every time they double down (make a total of 11, 22, 33, etc.) or go over 99 they lose a chip. As the total rises so does the tension, until the last player holding a chip wins the game. Scheduled to ship in August 2018.

AGI 18410.....\$9.99



DUCK-A-ROO!

Everything is ducky when Mama Duck has her ducklings in a row. But when players flip over a lily pad that matches the last duckling in line, they call out *Duck-a-roo!* and swim it to the front. The game ends when Mama swims back to the front after the last match, and players count up their lily pads to see who wins. Scheduled to ship in August 2018.

AGI 18004.....\$19.99



ENGINE, ENGINE NO. 9

All aboard for fun with this game that features... loco-motion! Young engineers roll the die and move the game board, creating a new fast-track on every turn as they race to get their engines to the station. Scheduled to ship in August 2018.

AGI 18005.....\$19.99



ESCAPE FROM THE HIDDEN CASTLE

With strategy and a little luck, players try to scurry away from the phantom and escape the castle. On each turn, a roll of the die moves one player forward or unleashes the phantom. Players can hide in the safety of the castle's chambers, until another player boots them out. In the end, there's no escape... for all but one. Scheduled to ship in August 2018.

AGI 18411\$19.99



FRUIT PUNCH

In one of the world's top-selling games, players inspect the cards as they're flipped to find five of the same fruit, then race to squeak the banana. It's a full-on fruit frenzy! Scheduled to ship in August 2018.

AGI 18006\$9.99



HEIMLICH & CO.

Intrigue abounds in this Cold War classic, as secret agents try to conceal their identities while earning points for collecting classified information from a secret safe. It's fast-moving, fun, and full of deception. Scheduled to ship in August 2018.

AGI 18412\$19.99



I SEE

Players flip over nine cards, then combine any two to create a saying, phrase, movie title, word, song lyric, slogan... any well-recognized combination of words. From *Party Time to Baby's Got Back to The Hot Seat to Love Potion* its the game where players will love to *Brain Storm*. Scheduled to ship in August 2018.

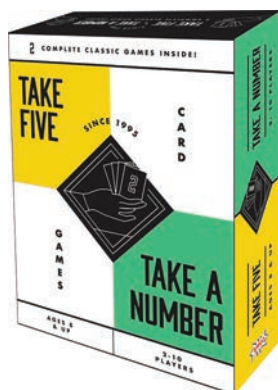
AGI 18413\$12.99



RING-A-DING-DING

Players flip over a card, grab a hairband and start stretching. But things can get downright hairy as players race to get the right bands onto the right fingers in the right order in this game of visual and digital dexterity. The first to finish dings the bell and collects the card. Scheduled to ship in August 2018.

AGI 18007\$14.99



TAKE 5/ TAKE A NUMBER BONUS PACK

Secretly pick a card from your hand, then play it on one of four rows. Here are the two rules: Your card must be higher than the last card in a row, and it has to be played next to the last card that's closest in number. If you play the sixth card in a row, you take that row... and all the points in it. *Take a Number* is a stand-alone game with advanced rules that builds on the basic edition to create an extreme *Take* experience. Scheduled to ship in August 2018.

AGI 18415\$12.99

ARCANE WONDERS



CRITICAL MASS

Critical Mass is a game of hardcore, heavy hitting Mech-on-Mech combat. As the pilot of a massive war machine, you must head out into the irradiated wastes and destroy your opposition. Behind the control panel, you must carefully choose the card you play each turn to attack your opponent, defend against their weapons, perform special actions, or enhance your Mech. Scheduled to ship in July 2018.

PATRIOT VS. IRON CURTAIN

AWG DTE05CM1\$24.99

RAJIN VS. ARCHON

AWG DTE05CM2\$24.99

ONITAMA: WAY OF THE WIND EXPANSION

Once again, rival schools have come to Onitama to see who has the dominant Art. But something is different this time: their activity has attracted the attention of a Wind Spirit! This indomitable force will interfere with the students, but it may on occasion grant an unforeseen benefit as well! *Onitama: Way of the Wind*, is an expansion for *Onitama*, the elegant and simple game of martial arts. In this expansion, you will find the Wind Spirit, a neutral game piece, that will create a new layer of interaction in the game. Scheduled to ship in August 2018.

AWG DTE02ONX2\$14.99



ARES GAMES

HANNIBAL & HAMILCAR

Scheduled to ship in May 2018.



PRICE OF FAILURE EXPANSION

Price of Failure is an expansion to Mark Simonitch's *Hannibal & Hamilcar Rome vs. Carthage*. It contains Publius Claudius Pulcher - new Roman leader miniature and leader card for HAMILCAR, plus new strategy cards: Bad Omen and Price of Failure.

AGS PHGA025\$9.95



SUN OF MACEDON EXPANSION

Sun of Macedon is an expansion to Mark Simonitch's *Hannibal & Hamilcar Rome vs. Carthage*. It contains Philip V of Macedon - new Carthage leader miniature and leader card for Hannibal, plus new strategy cards: Desert March and Hidden Cove. Macedonia joined the Second Punic War as an ally of Carthage.

AGS PHGA024\$9.95



HEXEMONIA

You are the leader of a growing city-state. From humble beginnings you must grow your might and power. You must gather resources from your holdings — gold, citizens and Hoplite warriors — and use them to expand your city and curry favor with the gods. Then, use your military and cultural might to overcome your rivals! Can your people — and your city's patron god — claim their rightful place at the pinnacle of Greek civilization? Scheduled to ship in June 2018.

AGS PG002\$29.90

SWORD & SORCERY

Scheduled to ship in June 2018.



CRITICAL HITS BAGS

BLACK AGS GRPR117B \$4.90
PURPLE AGS GRPR117P \$4.90



KROGHAN HERO PACK

As a Barbarian, Kroghan is an example of extreme courage, a champion who gathers heroes under his guidance and leads them into battle! As a Dreadlord, Kroghan is a cold-blooded and remorseless warrior, a dreadful champion – his enemies whisper his name in fear, and terror strikes their hearts when they meet him on the battle field. Scheduled to ship in June 2018.

AGS GRPR112 \$14.90



SAMYRIA HERO PACK

As a Druid, Samyria is able to control the forces of nature, summoning grasping roots from the ground and ultimately changing her body into a gigantic Grizzly! As a Shaman, Samyria calls and interacts with all the spirits of Otherworld. She can control the battlefield by creating soul totems and commanding Bjorn, her valuable Grizzly companion! Scheduled to ship in June 2018.

AGS GRPR105 \$14.90



METAL COINS ACCESSORY

Scheduled to ship in June 2018.

AGS GRPR111 \$24.90

WATERLOO: ENEMY MISTAKES

Waterloo: Enemy Mistakes recreates the clash between the British lineup, helped along by the Prussian army, and the French one. The players identify themselves with the Commanders of the armies: in two players one leads the Duke of Wellington, in opposition to Napoleon Bonaparte. To complete the picture there will be, eventually, a third player in control of the field marshal Gebhard Leberecht von Blücher, leader of the Prussians. Scheduled to ship in June 2018.

AGS PG011 \$59.90



MECH-ON-MECH COMBAT



2 BOX SETS THIS JULY



PATRIOT vs IRON CURTAIN
AWG DTE05CM1 | \$24.99

RAIJIN vs ARCHON
AWG DTE05CM2 | \$24.99



SPOTLIGHT ON DUNGEONS & DRAGONS



PENDING LICENSOR APPROVAL OWLBEAR NOT INCLUDED

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS BRUSH SET

The *Dungeons & Dragons Brush Set* includes three superior brushes - all complimenting the Starter Brush from the *Adventurers* set, for a full palette of brushes. This selection of German-made quality brushes adds a large Basecoat brush for bigger monsters, a fine Precise Detail brush for the smaller parts of the miniatures, and the special Drybrush for quick and effective highlights. Scheduled to ship in July 2018.
TAP 75003\$11.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS PIGMENTS: ADVENTURERS PAINT SET

The official *Dungeons & Dragons Paint Series* offers collectors and painters the perfect selection of top quality acrylic Warpaints, at a price point not matched anywhere else in the Industry. The *Adventurers Paint Set* comes with a special *Dungeons & Dragons Collectors* plastic miniature; the famous Ranger, Minsc, with his trusted hamster Boo. Inside the box you will find an introduction painting guide, with more information on our extensive *D&D* Painting support web page for complete painting tutorials. Scheduled to ship in July 2018.
TAP 75001\$24.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS PIGMENTS: MONSTER PAINT SET

Each paint pot in the *Monsters Paint Set* is painstakingly selected to match the famous creatures from the *D&D Monster Manual*, yet still offering a wide enough palette to paint anything from heroes to villains as well. The 36 colours in the *Monsters Paint Set* are an expansion to the 10 Warpaints found in the *Adventurers Paint Set*, with no duplication. This expert selection also introduces the remarkable acrylic Quickshade Washes to create shading and some unique Effect Warpaints like the super gloss Glistening Blood. The *Monsters Paint Set* comes with an exclusive *Dungeons & Dragons Collectors* plastic miniature; an iconic *D&D* monster: the massive Owlbear. Inside the box you will also find an introduction painting guide, with more information on our extensive *D&D* Painting support web page for complete painting tutorials. Scheduled to ship in July 2018.
TAP 75002\$79.99

OFFERED AGAIN



O/A WARPAINTS: MEGA PAINT SET 2017

This fantastic and high value *Mega Paint* set includes the best possible quality paints, metallics, and washes available today. It has all the colors you need, as well as the one of the most popular hand-made wargaming brushes in the wargaming industry. Includes: 50 Warpaints; 39 Acrylic Warpaints, five Metallic Warpaints, four Quickshade Washes, two Effects Warpaints, a Triangular handled Regiment Brush, and The Army Painter Painting Guide.
TAP WP8021\$125.00



FEATURED ITEM



AGE OF TOWERS

You've just found a mine filled with precious energy crystals! Precisely those you use for your daily magic. The problem here is that you've also stumbled onto a horde of monsters! And to make things even worse, three other cities seem to have discovered the existence of your mine as well. As they rush into danger to mine the precious crystals, you have no choice but to join in the fray. *Age of Towers* brings the exciting gameplay of

your favorite tower defense games onto the tabletop! Scheduled to ship in July 2018.

ASM AOT01\$59.95



FEATURED ITEM



AGE OF TOWERS: THE WINX EXPANSION

Adding the option for a fifth player and loads more monster content, *The Winx Expansion* increases the stakes with more quest and event cards to add to your games. Defend your city and mine those crystals as fast as you can - more competition is on the way! Scheduled to ship in July 2018.

ASM AOT02\$19.99



FEATURED ITEM

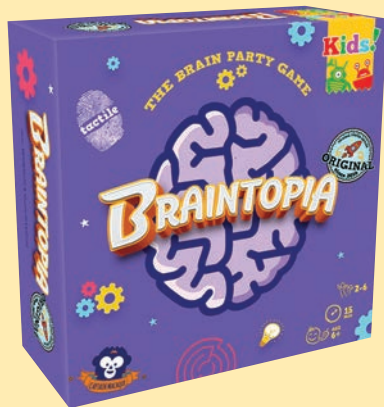


BRAINTOPIA BEYOND (STAND ALONE)

Braintopia Beyond is the follow-up to the fast-paced brain bender that tests your mental focus, flexibility, and speed. Comprised of eight different types of challenges, up to six players race through a deck of cards, fighting to keep up with the ever-changing mini-games, and attempt to solve the puzzles faster than their opponents. The first player to four brain tokens wins the game! Scheduled to ship in July 2018.

ASM BRN02\$14.99

FEATURED ITEM

**BRAINTOPIA KIDS (STAND ALONE)**

Braintopia Kids is a follow-up to the fast-paced brain bender that tests your mental focus, flexibility, and speed, but geared toward younger players. Comprised of eight different types of challenges, up to six players race through a deck of cards, fighting to keep up with the everchanging mini-games, and attempt to solve the puzzles faster than their opponents. The first player to four brain tokens wins the game! Scheduled to ship in July 2018.

ASM BRN03 \$14.99

FEATURED ITEM

KERO

June 2471, and kerosene — KERO — is scarce. Two clans are struggling to survive, exploring New Territories in their tanker trucks. The catch is, every time they leave camp, they run the risk of using all their available fuel and becoming stranded in the wastes. Fortunately, a local tribe of Tuareks can lend a helping hand. In *KERO*, you and your opponent compete for the same lands and their precious resources. Can you ration your *KERO* effectively and make the right snap decisions to save your clan? Scheduled to ship in July 2018.

ASM KER01 \$44.99



FEATURED ITEM

MICROPOLIS

In *Micropolis*, players compete against rival ant colonies to see who can raise the biggest army and store the most resources in this quick-playing resource management game of microscopic proportions! Gathering and territory building are key to the gameplay of *Micropolis*. The most savvy players will plan wisely and execute efficiently, for only one nest can dominate this massively micro underground world! Scheduled to ship in July 2018.

ASM MIC01 \$39.99

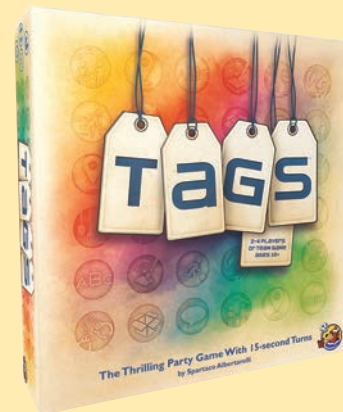


FEATURED ITEM

TAGS

In *TAGS*, players collect marbles from the board by finding words that correspond to a given letter and topic. With only 15 seconds on the sand timer, players will find as many words as they can before their turn is over, picking up the associated marble to add to their collection. Players gain points for finding these words, collecting their marbles, and clearing out columns. At the end of the game, the player with the most points wins. Scheduled to ship in July 2018.

ASM HB12 \$29.95

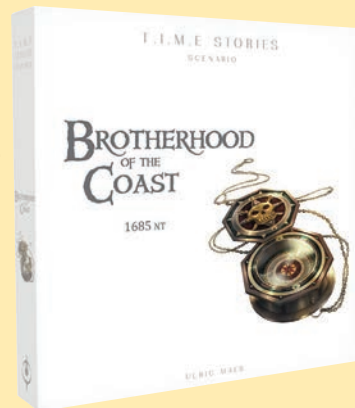


FEATURED ITEM

**TIME STORIES:
BROTHERHOOD OF THE
COAST EXPANSION**

Hoist the T.I.M.E. Agency flag and ready yourselves to cross the high seas with *Brotherhood of the Coast*, the newest expansion for *T.I.M.E. Stories*. Four seasoned T.I.M.E. agents have been sent on a mission in the Caribbean, but contact has been cut off and their location remains a mystery. The receptacles in question are four well known buccaneer brothers, and your help is needed to track them down. Rally your motley crew and ready yourselves, for anything is possible in the waters that await you. Scheduled to ship in July 2018.

ASM TS09 \$29.99



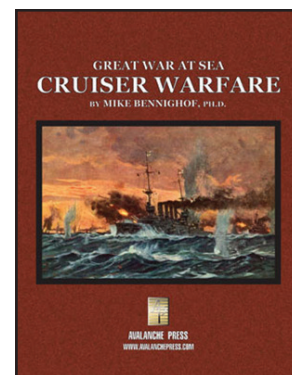
ATLAS GAMES

**ROBIT RIDDLE**

Players in *Robit Riddle* choose a character, then follow along in one of three adventure storybooks. As encounters arise, players decide how their characters will approach the situation. They tell a little story and then roll the dice. Teamates can help out by spending story tokens and telling stories. The outcome determines the direction of the story. Both success and failure can continue to move the story forward in different directions. Scheduled to ship in June 2018.

ATG BGG10001 \$45.00

AVALANCHE PRESS

**GREAT WAR AT SEA:
CRUISER WARFARE**

Cruiser Warfare's map divides the world into sea areas, with modified search rules allowing German and Austrian ships to look for prey, and Allied ships to hunt them. Once contact is made, combat is resolved using the standard game rules. *Cruiser Warfare: Final Edition* is a complete game: everything you need to play (except dice) is included in the Playbook: a new map, new full-color play aids, and an all-new book with revised rules and scenarios, additional scenarios plus historical background. Scheduled to ship in July 2018.

APL 0702 \$39.99



PANZER GRENADIER: AFRICA ORIENTALE ITALIANA

Africa Orientale Italiana is a complete Panzer Grenadier game based on these battles: the Italian conquest of Somaliland and British re-conquest, the campaign in Eritrea including the bloody Battle of Keren, the South Africa invasion of Somaliland and much more. There are 30 scenarios based on these battles, organized into battle games that allow you to play the scenarios in sequence toward your army's operational goals. Scheduled to ship in August 2018.

APL 0335 \$89.99

BANDAI

SPOTLIGHT ON



DRAGON BALL SUPER ULTIMATE BOX

Ultimate Box Includes: 105 new cards (5 Leader cards / 25 Battle cards, four pieces each), 25 token cards, card binder, and nine pocket pages. Scheduled to ship in August 2018.

BAN DBUB1008 PI

BEZIER GAMES



WEREWORDS DELUXE

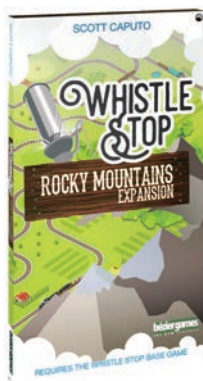
In *Werewords*, players guess a word by asking "yes" or "no" questions. Figure out the Magic Word before time is up, and you win! Scheduled to ship in August 2018.

BEZ WWDX \$24.95

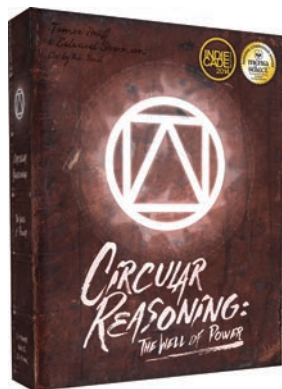
WHISTLE STOP: ROCKY MOUNTAINS EXPANSION

The *Rocky Mountains Expansion* for *Whistle Stop* literally expands the gameboard, adding a 3D mountain range to the game. These mountains provide a barrier that will challenge your West Coast aspirations, but can also provide lucrative rewards for those willing to cross them. Scheduled to ship in August 2018.

BEZ WHRM \$29.95



BREAKING GAMES



CIRCULAR REASONING: THE WELL OF POWER

Introducing the newest version of *Circular Reasoning - The Well of Power*. Players use their runes to maneuver through each concentric path in a circular temple. Each rune moves two, three, or four spaces, indicated by the rune's image. Between each path lies a moving gateway. Look out though, as every rune in each ring will cause the gateways to move faster! Scheduled to ship in April 2018.

BRK 110349 \$25.00

CATALYST GAME LABS

SPOTLIGHT ON



THE DUKE: LORDS EDITION

Levy! Maneuver! Conquer! The politics of the high court are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to capture enemy troops before you lose the chance to claim the land for yourself in *The Duke - Lord's Legacy*. Scheduled to ship in July 2018.

CAT 1300L \$39.99

THE DUKE: REINFORCEMENTS - GUNPOWDER UPRISING EXPANSION PACK

Gunpowder Uprising is a 4-tile-for-each-player expansion containing the ALL-NEW Pistoleer, Mounted Fusilier, Arquebus, and Bombarde tile pieces. For use with *The Duke: Lord's Legacy Edition*. Scheduled to ship in July 2018.

CAT 13012 \$12.99



DRAGONFIRE

DUNGEONS & DRAGONS: DRAGONFIRE DBG - ADVENTURES - RAVAGING SWORD COAST

Your relentless enemy, the hobgoblin warlord Torog-Kaitan, has increased in power, and his new army is wreaking havoc up and down the Sword Coast! Challenge two new Encounter Decks, earn new Magic Items, and gain powerful new Market cards in the next chapter of *Dragonfire Adventures*. Scheduled to ship in August 2018.

CAT 16205 \$19.99

DUNGEONS & DRAGONS: DRAGONFIRE DBG - HEROES OF THE WILD

Heroes of the Wild: Character Pack 2 contains thirty-two new Character screens for *Dragonfire*, including the Barbarian, and introducing the Sorcerer Class. Additional exotic races are also featured, such as the Lizardfolk, Tabaxi, Kenku, and Aasimar. Other cards bring new mixes of Class, gender, and race together to fill out your adventuring party the way you see fit. This pack also includes a bevy of new Market cards, as well as Subclass Features, from Forge Domain to Cavalier, War Magic to Assassin, and more! Scheduled to ship in July 2018.

CAT 16102 \$24.99



CEACO

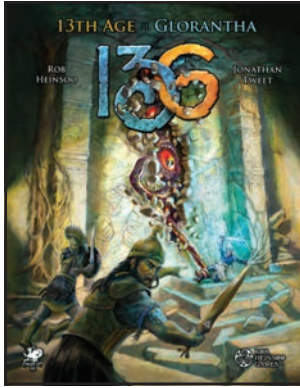


GO NUTS FOR DONUTS

Time to take the donuts! A tray of tempting treats awaits your bid in this freshly baked card game. Will you go for a stellar cruller or grab a glorious glazed? A double chocolate is sure to score, but in the long run Boston cream may be worth more! Choose carefully — if two or more players go for the same donut, nobody gets it! End with the highest score and victory will taste sweet! Scheduled to ship in April 2018.

GWI 111 \$15.00

CHAOSIUM



13TH AGE GLORANTHA

Join us in *Glorantha*, Greg Stafford's classic fantasy world of richly imagined cultures, ferocious combat, and colliding mythologies. Create your groups unique *Glorantha* campaign using *13th Age: the d20-rolling game of heroic fantasy, escalating combat, One Unique Things, and limb-ripping owlbeasts!* Scheduled to ship in July 2018.
CHA 4400-H.....\$54.95



THE GLORANTHA SOURCEBOOK: A GUIDE TO THE MYTHIC FANTASY WORLD OF GLORANTHA

The *Glorantha Sourcebook* is an essential resource for Greg Stafford's world of *Glorantha*, one of the most extensively developed and renowned fantasy settings of all time. Drawn from a variety of out-of-print and rare sources, this material has been dramatically revised, updated, and expanded. Alongside this foundational material are new essays, insights, and extrapolations on the world and its incredible denizens. Scheduled to ship in July 2018.
CHA 4033-H.....\$39.95

CHEAPASS GAMES



ISLAND OF DOCTOR LUCKY

The hunter becomes the hunted on the *Island of Doctor Lucky!* The award-winning Cheapass classic *Kill Doctor Lucky* gets a tropical spin in this new stand-alone board game. You're still competing to kill the old man, but this time you picked a dangerous place to do it! Dodge hazards like the fire pit, the hunting snare, and the hammerhead crabs, as you navigate the perilous regions of Isla Fortuna. Find the old man alone, and kill him with whatever you can find: the shark tooth, the elephant gun, or the bad dates, or (if you must) you can do it with your bare hands. Every murder attempt makes you stronger, and if you play your cards right, you can kill Doctor Lucky! Scheduled to ship in August 2018.

CAG 250.....\$40.00

CMON

A SONG OF ICE & FIRE: TABLETOP MINIATURES GAME



BOLTON CUTTHROATS

COL SIF501.....\$34.99



LANNISTER GUARDSMEN

COL SIF201.....\$34.99



LANNISTER CROSSBOWMEN

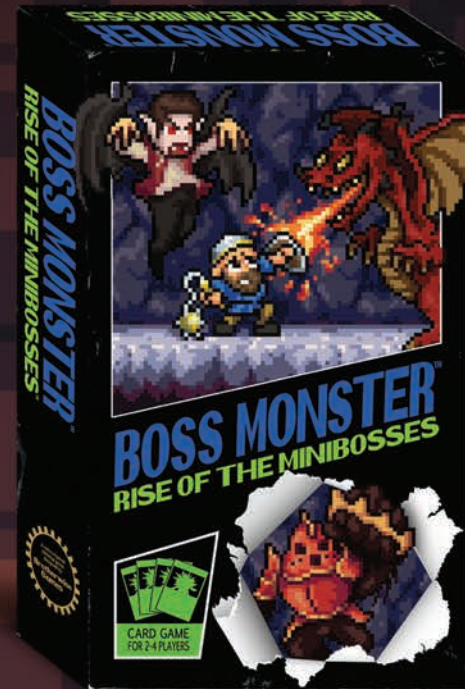
COL SIF206.....\$34.99



STARK SWORN SWORDS

COL SIF101.....\$34.99

BOSS MONSTER RISE OF THE MINIBOSSES



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most dangerous
dungeon yet!

Launching
July 2018



GAMES

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GTM
JUN
2018

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TULLY SWORN SHIELDS UNIT BOX
COL SIF105\$34.99

SPOTLIGHT ON



GIZMOS

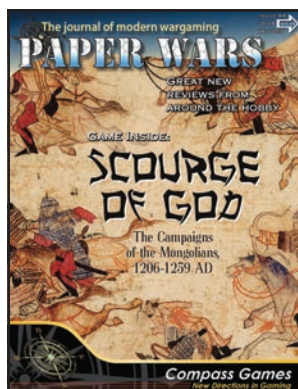
In *Gizmos*, players take on the role of inventors, trying to create the most magnificent of machines. Using the four types of energy marbles, plucked from the innovative 3D marble dispenser, they will purchase and construct new additions to their works. As they build, new attachments can trigger chain reactions, letting them do even more on their turn. The player that builds the greatest machine and collects the most victory points is declared the winner.
COL GIZ001\$34.99



KICK-ASS: THE BOARD GAME

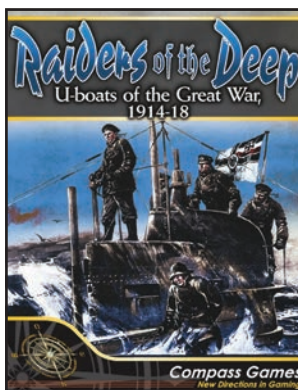
New York City is being overrun with criminals. The Police Department either can't handle this new wave of crime, or has been corrupted from the inside and refuses to help. In these troubled times, certain individuals have stepped up to keep the streets safe... while making sure they aren't late to work, or they don't miss another dinner date. Saving the day isn't easy when you've got an active social life to maintain. In *Kick-Ass: The Board Game*, players take on the role of one of the masked vigilantes trying to keep New York City safe. Working together, they must keep the Evil Boss' plan from coming to fruition. Each round, they will travel to the various Districts on the game board, beating up Minions, doing good deeds for the citizens, and trying to keep their personal life from falling apart. It's a difficult task, but luckily, they've got their friends to help them out.
COL KKS001\$59.99

COMPASS GAMES



PAPER WARS #88: SCOURGE OF GOD

A mainly solo player depiction of the result of the consolidation of the Mongol tribes by Genghis Khan and the resulting 50 years of conquests that created an empire of the Steppes and brought Mongol horsemen across China to the East and into Poland to the West. Scheduled to ship in April 2018.
CPS 088\$46.95



RAIDERS OF THE DEEP: U-BOATS OF THE GREAT WAR 1914-1918

Raiders of the Deep: U-boats of the Great War 1914-18 is a solitaire, tactical level game placing you in command of a German U-boat during WWI. Your mission is to destroy as much Allied shipping as possible, while advancing your crew quality, increasing your Commander rank, and attempting to survive until the Armistice and the end of the war. *Raiders of the Deep* is based on the popular *Hunters* game system by Gregory M. Smith and marks the first dedicated boardgame treatment covering WWI U-Boat warfare. Scheduled to ship in April 2018.
CPS 1062\$99.00

CORVUS BELL

ARISTEIA!

Scheduled to ship in June 2018.



30MM HEXAGONAL BASES

CVB CBAR18\$4.75



SMOKE AND MIRRORS

CVB CBAR20\$36.49

INFINITY



ARIADNA CALEDONIAN MORMAERS (AP HMG)

CVB 280196-0713\$13.49



HAQQISLAM HAKIMS, SPECIAL MEDICAL ASSISTANCE GROUP

CVB 280495-0711\$33.49



KURAGE STATION SCENERY PACK

CVB 285059\$12.49



MERCENARIES TANKO ZENSENBUTAI

CVB 280729-0716\$42.99



NOMADS PROWLERS

CVB 280593-0714\$20.49



NOMADS ZOE & PI-WELL, SPECIAL CLOCKMAKERS TEAM (ENGINEER & REMOTE)

CVB 280594-0715\$18.99



PANOCEANIA KNIGHT HOSPITALIER GABRIELE DE FERSEN (HACKER)

CVB 281201-0712\$13.49

CREATIVE GOODS COMPANIES



CATAN: EMBROIDERED BASEBALL HATS

CLAY

CGC 21011\$24.00

GRAIN

CGC 21015\$24.00

ORE

CGC 21014\$24.00

SHEEP

CGC 21012\$24.00

WOOD

CGC 21013\$24.00





CATAN: TRADERS & BUILDERS WOOD BASE SETS

Scheduled to ship in September 2018.

BLUE	
CGC 02082	\$7.00
BROWN	
CGC 02085	\$7.00
GREEN	
CGC 02086	\$7.00
ORANGE	
CGC 02084	\$7.00
RED	
CGC 02081	\$7.00
WHITE	
CGC 02083	\$7.00

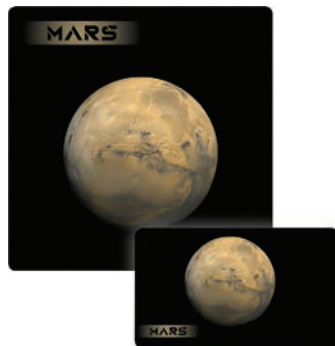
GALAXY SERIES PLAY MATS

Scheduled to ship in September 2018.



EARTH

14x24	
CGC 31033	\$17.00
36x36	
CGC 31036	\$55.00



MARS

14x24	
CGC 31043	\$17.00
36x36	
CGC 31046	\$55.00

CRYPTOZOIC ENTERTAINMENT



CULT: CHOOSE YOUR GOD WISELY

Gather your Priests and chart your path towards victory. Will you Summon your God, build five Altars to your God's greatness, or rouse four Fanatical Mobs to dominate the Eternal City? Your first Summoning awakens your God. Your Cult grows stronger as your God nears, but finishing the ritual will prove no easy task. Your opponents will be there to delay you at every turn! The Eternal City holds many secrets and powerful magiks for you to discover. Send your most trusted Priests to do your bidding, bribe officials, and compete for influence with your fellow players. Each God has unique strengths and weaknesses that will affect your strategy. So, choose your God wisely! Scheduled to ship in December 2018.

CZE 27442.....\$60.00



GKR: HEAVY HITTERS BOARD GAME

GKR: Heavy Hitters is an advertising-driven, televised combat sport where mega corporations fight for lucrative salvage rights and advertising dominance in Earth's abandoned cities. But more importantly, they need you! Your skills as a pilot and tactician are needed to win, gaining your Faction more fans, and more importantly, loyal consumers. Fighting head-to-head using your Heavy Hitter, you control your entire team of GKR's, strategizing your way to victory.

CZE 02538.....PI



NOT FINAL ART

PANTONE: THE GAME

Pantone: The Game recaptures the feeling of wonder and accomplishment that comes from visual recognition in a competitive and fun game in which players try to recognize characters from pop culture who are represented only by abstract arrangements of colors inspired by Pantone, the world's leading color expert. Scheduled to ship in September 2018.

CZE 26698.....\$30.00

CUBICLE 7

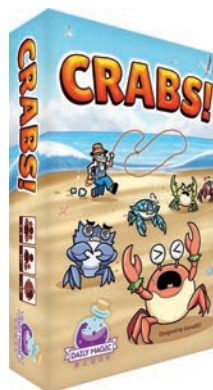
DUNGEONS & DRAGONS: RPG: ADVENTURES IN MIDDLE-EARTH - ERIADOR ADVENTURES

Scheduled to ship in July 2018.

CB7 2308



DAILY MAGIC GAMES



CRABS!

In *Crabs!*, you and your fellow crabbers will be catching, raising, and selling crabs to the market for points. Get ready to gather your gear and head to the beach, where vendors are lining up to collect the crabs you catch. Choose your prizes wisely, and you might just shell out the shellfish they need. Race to snatch up as many crabs as you can, or upgrade your gear to improve your chances of nabbing yourself a star. Compete with your friends to find out who is the true crabbing king. Scheduled to ship in July 2018.

DMG CRA001



HORIZONS

In *Horizons*, you are a star-faring species taking the first steps into a new star cluster. Explore new worlds to grow your knowledge and adapt to living in the varied habitats you discover. Expand your presence in the cluster with new colonies and exploit the metal and energy resources you find. Ally yourself with assorted interstellar species and acquire covert missions to increase your influence. Do all of this and you could become the dominant species in this cluster and to begin your reach into the galaxy! Scheduled to ship in August 2018.

DMG HOR001.....\$50.00

DECISION GAMES

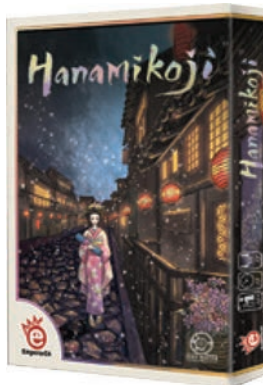


STRATEGY & TACTICS #313: WINDHOEK - SOUTHWEST AFRICA 1914-15

Windhoek: Southwest Africa 1914-15 is a two-player game, in which one side commands the Germans, and the other Allied forces (including South Africa, British and Portuguese colonial). The Allied player must win the game quickly, while the Germans win by delaying the Allies beyond the historical time frame. Scheduled to ship in August 2018.

DCG ST-313.....\$39.99

DEEP WATER GAMES



HANAMIKOJI

In *Hanamikoji*, two players compete to earn the favors of the seven geisha masters by collecting the performance items with which they excel. With careful speculation and sometimes a few bold moves, you may earn the essential items by giving away the less critical ones. Can you outsmart your opponent and win the most favors of the geisha? Scheduled to ship in August 2018.
DPW HMKE4 \$19.95



WELCOME TO YOUR PERFECT HOME

A roll and write without dice! Players will become architects in the American 50's as they use combinations of cards and actions to construct American dream real estate. Scheduled to ship in August 2018.
DPW BCGWT \$24.95

DUDE GAMES



MAGIC MAZE: MAXIMUM SECURITY

For some time now, the *Magic Maze* has been regularly robbed by unscrupulous adventurers, who incessantly steal from the same four shops. How strange! Due to this alarming observation, Management has installed new security systems to dissuade any further dishonest deeds. The *Maximum Security* expansion not only brings the mall guards of *Magic Maze* to life, but provides a number of other modules to allow you to customize your experience.
DGM MM02 \$29.99

DVGIOCHI



FEATURED ITEM

DECKSCAPE: HEIST IN VENICE

In *Deckscape: Heist in Venice*, a game for 1-6 players that take on the role of professional thieves, trying to overcome the intricate security systems of a Venice Casino and successfully get away with the loot. Players take part in a heroic adventures without leaving home! Each thief has their own skills & abilities. By sticking to the plan, stealing a 1 billion Euro chip is the thief's goal. There are many risks involved in getting the task completed. There is a twist: no rulebook or guides are provided. Players must use their own strategic skills to figure out their own plan to accomplish their goal & win the game. Scheduled to ship in June 2018.
DVG 5700 \$14.90



EVIL HAT PRODUCTIONS



THE DRESDEN FILES COOPERATIVE CARD GAME: EXPANSION 4 - DEAD ENDS

Step lively as more of Harry's friends join you in this expansion for the *Dresden Files Cooperative Card Game*! Inside you'll find two new character decks - Jared Kincaid and Mortimer Lindquist - and two new book decks - Changes and Ghost Story.
EHP 0037 \$9.99



THE DRESDEN FILES COOPERATIVE CARD GAME: EXPANSION 5 - WINTER SCHEMES

Warm up with this expansion for the *Dresden Files Cooperative Card Game*! Inside you'll find two alternative character decks - Winter Knight Harry and Winter Lady Molly - and two new book decks - Cold Days and Skin Game.
EHP 0038 \$9.99

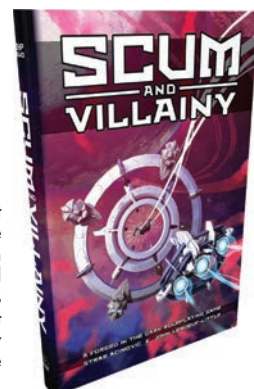


FATE CORE RPG: FATE HORROR TOOLKIT

The *Fate Horror Toolkit* offers a variety of tools, mechanics, and hacks to help you develop thematic horror in your game. Explore what horror is and how to employ it effectively at your table. Learn how to develop horrific elements in *Fate* — a game system designed around competent, proactive characters not usually seen in horror. Pick from a variety of mechanics to easily design your own game about the things that go bump in the night.
EHP 0039 \$20.00

SCUM AND VILLAINY RPG HARDCOVER

Unwise deals. Blaster fights. High adventure among the stars. Welcome to the world of *Scum and Villainy*. *Scum and Villainy* is a *Forged in the Dark* game about a spaceship crew trying to make ends meet under the iron fisted rule of the Galactic Hegemony. Work with the members of your crew to thrive despite powerful criminal syndicates, warring noble families, dangerous aliens, and strange mystics. Explore the ruins of lost civilizations for fun and profit. Can your motley crew hold it together long enough to strike it big and insure your fame across the sector?
EHP 0040 \$35.00



EXPLODING KITTENS

SPOTLIGHT ON



EXPLODING KITTENS PARTY PACK

Exploding Kittens Party Pack comes with the original *Exploding Kittens* deck, the *Exploding Kittens Expansion Deck* and 10 new cards. Scheduled to ship in May 2018.
EKG PP-1 \$14.99



FEATURED ITEM



ANDROID NETRUNNER LCG: PLAYMATS

Scheduled to ship in May 2018.

HADRIAN'S WALL FFG ADS14PI

NEW WORLD ORDER FFG ADS13PI

VIKTOR 1.0 FFG ADS15PI



FEATURED ITEM

ARKHAM HORROR LCG: THE BOUNDARY BEYOND MYTHOS PACK

The fabric of time unravels in *The Boundary Beyond*, the second Mythos Pack in *The Forgotten Age Cycle* for *Arkham Horror: The Card Game*. Your investigation into a strange relic has led you to Mexico City, but when the architecture starts to shift into something out of a history book, your focus turns from investigation to survival. Step beyond the boundary and restore the timeline before it's too late! *The Boundary Beyond* contains 60 beautifully illustrated cards that create rich narrative gameplay and it's shifting locations immerse you in the peril of your investigation as time falls apart. Scheduled to ship in July 2018.

FFG AHC21 \$14.95



FEATURED ITEM



A GAME OF THRONES LCG: 2ND EDITION - 2017 WORLD CHAMPIONSHIP DECK

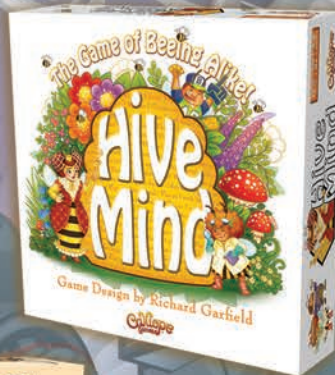
The 2017 *World Championship Deck* for *A Game of Thrones: The Card Game* has proven itself on the international stage, and now you can take that strength for yourself in your own battle for the Iron Throne. Draw from the wisdom of champions, pledge fealty to House Targaryen, and reclaim the realm! Scheduled to ship in April 2018.

FFG UCHP07PI



www.CalliopeGames.com

By
Richard
Garfield



By
Paul Peterson



By Zach and
Jordan Weisman



Start playing today!



THE TITAN SERIES
GREAT GAMES BY GREAT DESIGNERS



FEATURED ITEM



A GAME OF THRONES LCG: 2ND EDITION INTRO DECKS

Join the battle for the Iron Throne with these Intro Decks for *A Game of Thrones: The Card Game*! This pre-constructed deck introduces you to the mechanics and key characters of each House to provide a stable foundation and highlight the faction's unique features. The perfect entry point for players new to *A Game of Thrones: The Card Game*, each Intro Deck contains sixty-nine cards that offer every card you need to begin your battles right away, whether you are squaring off against other intro decks or custom decks built by other players. Scheduled to ship in July 2018.

HOUSE BARATHEON FFG GT40	\$14.95
HOUSE GREYJOY FFG GT39	\$14.95
HOUSE LANNISTER FFG GT38	\$14.95
HOUSE MARTELL FFG GT42	\$14.95
HOUSE STARK FFG GT37	\$14.95
HOUSE TARGARYEN FFG GT43	\$14.95
HOUSE TYRELL FFG GT41	\$14.95
NIGHT'S WATCH FFG GT44	\$14.95



FEATURED ITEM



LEGEND OF THE FIVE RINGS LCG: DYNASTY PACK

While the Great Clans of Rokugan continue to struggle for dominance and superiority, a darkness approaches. The elements are out of balance, ancient creatures return, and cracks have begun to form at the edges of the Emerald Empire. Whereas the *Imperial Cycle* invited you to journey into the capital city, the *Elemental Cycle* places on emphasis on the five elemental rings of Air, Earth, Fire, Water, and Void. These elements have

been thrown out of balance in the world of Rokugan, and you'll find their themes running throughout this cycle. The first five *Dynasty Packs* of the *Elemental Cycle* all correspond to a different element and how each clan relates to it, with neutral cards representing various creatures and spells associated with the element. These five *Dynasty Packs* build toward the sixth pack, which ties the cycle together, focusing on a mix of all five elements. Scheduled to ship in July 2018.

ALL AND NOTHING FFG L5C13	\$14.95
BREATH OF THE KAMI FFG L5C09	\$14.95
THE EBB AND FLOW FFG L5C12	\$14.95
ELEMENTS UNBOUND FFG L5C14	\$14.95
TAINTED LANDS FFG L5C10	\$14.95
THE FIRES WITHIN FFG L5C11	\$14.95



FEATURED ITEM



THE LORD OF THE RINGS LCG: FELLOWSHIP 1-4 PLAYER GAMEMAT

With the *Fellowship 1-4 Player Gamemat*, you can set out for adventures across the realm in proper thematic fashion with this 26"x26" mat that provides a play area with both a beautifully illustrated map of Middle-earth and an additional art piece of the Fellowship embarking on their mission to destroy the

One Ring. Complete with marked sections for your Quest, Active Location, Encounter Deck, and Discard Pile, this mat keeps your adventures both organized and immersive. Scheduled to ship in April 2018.

FFG MES01PI



FEATURED ITEM



THE LORD OF THE RINGS LCG: PLAYMATS

Scheduled to ship in April 2018.

THE BLACK RIDERS FFG MES04	PI
FLAME OF THE WEST FFG MES02	PI
THE HOBBIT PLAYMAT FFG MES03	PI
ON THE DOORSTEP FFG MES05	PI



FEATURED ITEM



THE LORD OF THE RINGS LCG: THE WITHERED HEATH ADVENTURE PACK

The *Withered Heath* marks the beginning of the Ered Mithrin cycle for *The Lord of the Rings: The Card Game* by sending your heroes on a quest to extinguish an ancient Cold-Drake that could threaten the whole of the Wilderland. Their path leads them through the treacherous Grey Mountains, where the weather itself poses as much of a threat as any creature they might encounter. The pack's sixty cards include a new Tactics hero, twenty-seven player cards (three copies each of nine different cards), and the core encounter set for an exciting new scenario that puts you on the trail of one of the most dangerous creatures in Middle-earth! Scheduled to ship in July 2018.

FFG MEC66 \$14.95



STAR WARS™ IMPERIAL ASSAULT™

Tyrants of Lothal
SWI54 - \$44.95



The Rebellion Calls

Throughout the *Star Wars*™ galaxy, resistance groups have begun to join together into a true Rebel Alliance, and it's your turn to answer the call! *Tyrants of Lothal* is a new expansion for *Imperial Assault* that includes new heroes, allies, enemies and a six-part mini-campaign featuring the heroes and villains of *Star Wars*™ *Rebels*!



**Ezra Bridger &
Kanan Jarrus**
SWI55 - \$15.95



Hondo Ohnaka
SWI58 - \$12.95



Thrawn
SWI57 - \$12.95



**Sabine Wren &
Zeb Orrelios**
SWI56 - \$15.95



FANTASYFLIGHTGAMES.COM/IMPERIALASSAULT

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FEATURED ITEM



STAR WARS DESTINY: DICE BINDERS

The *Star Wars: Destiny* Dice Binder for provides convenient storage and organization for all the dice and cards from your favorite *Destiny* deck. The plastic tray neatly arranges 44 dice in rows and provides storage space for 44 sleeved cards. Meanwhile, the stunning artwork announces your personal style and immerses you more fully in the *Star Wars* galaxy. Scheduled to ship in July 2018.

CAPTAIN PHASMA FFG SWS43	\$14.95
JYN ERSO FFG SWS44	\$14.95
LUKE SKYWALKER FFG SWS45	\$14.95



FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: EZRA BRIDGER AND KANAN JARRUS ALLY PACK

Force users are rare in the time of the Rebellion; many have been twisted by Emperor Palpatine for his own nefarious purposes. The exception to this is the former Jedi Kanan Jarrus and his young Padawan Ezra Bridger. Because of their knowledge of the mystical energy field that binds all things, these two heroes can become valuable allies to you during your *Imperial Assault* campaign. Recruiting them to your side will take work, but maybe a common enemy will bring your heroes and these Force users together. This Ally Pack contains everything you need to add Ezra Bridger and Kanan Jarrus to your *Imperial Assault* campaign and skirmish games! Scheduled to ship in July 2018.

FFG SWI55	PI
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FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: HONDO OHNAKA VILLAIN PACK

Heroes, Villains, Rebels, Empires - these distinctions make little difference to the respectable businessman Hondo Ohnaka. Hondo can be a dear friend or a frightful enemy (depending on the size of your pockets), and is somewhat of an expert at escalating situations. This Villain Pack contains everything you need to add Hondo Ohnaka to your *Imperial Assault* campaign and skirmish games! Scheduled to ship in July 2018.

FFG SWI58	PI
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FEATURED ITEM

STAR WARS IMPERIAL ASSAULT: SABINE WREN AND ZEB ORRELIOS ALLY PACK

Before Luke Skywalker blew up the dreaded Death Star, before Princess Leia called for aid from an old war hero, before the Rebel Alliance crystalized into a force that would bring down the Galactic Empire, there was Phoenix Squadron. A band of rebels who fought against the empire in the Lothal Sector, tucked far, far away in the Outer Rim. Thanks to the help of the elite Spectres, they have achieved great success. *Sabine Wren and Zeb Orrelios Ally Pack* contains everything you need to add these early heroes of the Rebellion to your *Imperial Assault* campaign and skirmish games! Scheduled to ship in July 2018.

FFG SWI56	PI
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FEATURED ITEM



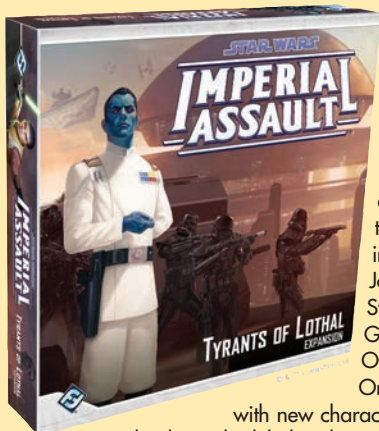
STAR WARS IMPERIAL ASSAULT: THRAWN VILLAIN PACK

Few in the Emperor's command are as cunning as Grand Admiral Thrawn. Using knowledge of his enemies' culture and art against them, Thrawn picks apart his foes piece by piece with an efficiency unparalleled in the galaxy. The *Thrawn Villain Pack* contains everything you need to add Thrawn to your *Imperial Assault* campaign and skirmish games! Scheduled to ship in July 2018.

FFG SWI57	PI
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FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: TYRANTS OF LOTHAL EXPANSION

Tyrants of Lothal introduces new heroes, enemies, allies, map tiles, and a six-part mini-campaign that can be played on its own or inserted into another campaign. Join the crew of the Ghost from *Star Wars Rebels* and fight against Grand Admiral Thrawn, Hondo Ohnaka, and the Tyrants of Lothal! Or pit them against each other

with new characters ready to enter your skirmish battles! Scheduled to ship in July 2018.

FFG SWI54PI



FEATURED ITEM

STAR WARS: LEGION - HAN SOLO COMMANDER EXPANSION

Smuggler. Scoundrel. General. Han Solo has left a lasting impact on the *Star Wars* galaxy and soon he'll be able to join the ranks of your army in *Star Wars: Legion*. The *Han Solo Commander Expansion* includes everything you need to add Han to your army as a commander. A single unpainted, easily assembled miniature represents Han on the battlefield, while a unit card outlines all his abilities. Additionally, his three personal command cards reflect his style as gunslinging smuggler and new upgrade cards allow you to add your personal touch to Han or your other units. The *Han Solo Commander Expansion* contains everything you need to add legendary smuggler Han Solo as a commander of your Rebel armies. Scheduled to ship in July 2018.

FFG SWL20 \$12.95



FEATURED ITEM



STAR WARS: LEGION - REBEL COMMANDOS UNIT EXPANSION

When regular troops aren't enough, the Rebel Alliance relies on specialized strike teams to hit the Empire where it hurts the most. Trained in advanced combat tactics and wielding state-of-the-art gear, Rebel commandos skirt the edges of the battlefield, striking from deep cover. The *Rebel*

Commandos Unit Expansion features a full unit of seven Rebel commando miniatures as well as new unit and upgrade cards that can be used to customize your *Star Wars: Legion* armies. With their unorthodox tactics, the Rebel commandos allow you to field two distinct special forces units: a four-miniature squad or a two-miniature strike team outfitted with special weapons. Whether you add a deadly sniper or a saboteur, this expansion gives you even more options for specializing your Rebel army! Scheduled to ship in July 2018.

FFG SWL21 \$24.95



FEATURED ITEM



STAR WARS RPG: AGE OF REBELLION - SPECIALIZATION DECK

These three new talent trees offer Engineers in *Star Wars: Age of Rebellion* campaign new talents and tools to bring to bear in their struggle against the Empire. The cards in each deck are printed with gorgeous full color art, includes the rules text for each talent, and places all of your character's abilities and bonuses at your fingertips for a quick and handy reference! Each Specialization Deck contains: two cover cards (including a reference guide for each deck) 20 standard sized talent cards. Scheduled to ship in April 2018.

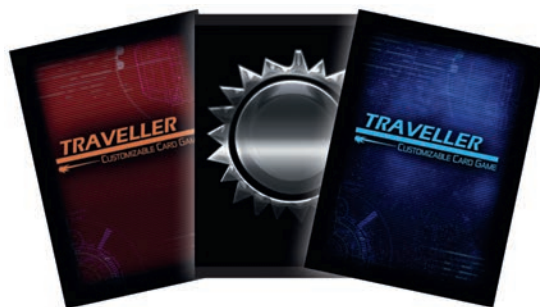
DROID SPECIALIST FFG USWA49PI

ENGINEER FFG USWA51PI

SAPPER FFG USWA50PI

SHIPWRIGHT FFG USWA48PI

FAR FUTURE GAMES



TRAVELLER CCG: CARD SLEEVES (50)

Scheduled to ship in August 2018.

A RED TRAVELLER LOGO FAR 3016 \$4.99

B SILVER SUN FAR 3014 \$4.99

C BLUE TRAVELLER LOGO FAR 3015 \$4.99



TRAVELLER CCG: EXPANSION PACKS

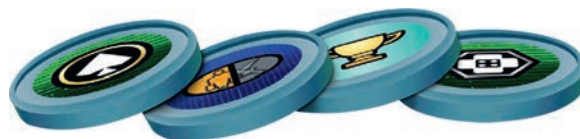
Expansion Packs are 60-card sets (three copies each of 20 cards) offering players new tools and options. In *Aliens of the Imperium*, the smart captain can find fast friends and a tidy profit among the diverse inhabitants of the Imperium, and in *Trouble On The Mains*, space may look tranquil from the ground, all manner of pirates and brigands prowl the lanes of commerce. Scheduled to ship in August 2018.

ALIENS OF THE IMPERIUM

FAR 3006 \$11.99

TROUBLE ON THE MAINS

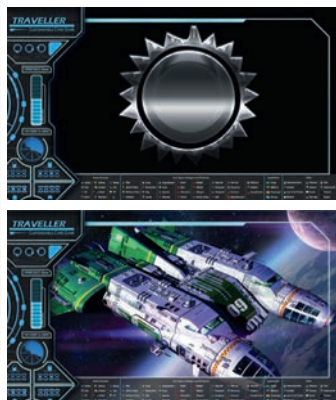
FAR 3007 \$11.99



TRAVELLER CCG: PREMIUM TOKEN PACK

Premium Token Packs includes 20 plastic counters Scheduled to ship in August 2018.

FAR 3017 \$3.99

**TRAVELLER CCG: PLAY MATS**

Scheduled to ship in August 2018.

A	FAR 3008.....	\$14.99
B	FAR 3009.....	\$14.99
C	FAR 3010.....	\$14.99
D	FAR 3011.....	\$14.99
E	FAR 3012.....	\$14.99
F	FAR 3013.....	\$14.99

**TRAVELLER CCG: SHIP DECKS**

Ship Decks provide 81 cards and two rules inserts, enough for a single captain to begin play right out of the box. Scheduled to ship in August 2018.

BEOWULF FREE TRADER

FAR 3002.....\$14.99

EMPRESS MARAVA FAR TRADER

FAR 3004.....\$14.99

SUBSIDIZED MERCHANT

FAR 3005.....\$14.99

TYPE S SCOUT

FAR 3003.....\$14.99

**TRAVELLER CCG: TWO PLAYER STARTER SET**

The Starter Set contains two Ship Decks (the Type S Scout and the Beowulf Free Trader), a counter sheet and a full color rulebook - everything needed for two players. Scheduled to ship in August 2018.

FAR 3001.....\$39.99

FASA GAMES**1879: BIG TROUBLE IN LITTLE SOHO - THE AKKADIAN CONNECTION**

Someone is making a very dangerous drug in the East End, snuff that grants explosive strength. Of course it's in the wrong hands. Who's making it? What are they making it from? Where's the money going? Why have you been asked to look into it? Best see to your gear, and make sure you've got the best team you can assemble. This is trouble the Peelers can't handle, and it's likely to lead to some far too interesting places. Scheduled to ship in April 2018.

FAS 52401PPC01.....\$13.99

**FIRESIDE GAMES****GRACKLES**

Grackles is a lightly themed abstract strategy game in which players line up as many of their birds in a row on telephone wires. Scheduled to ship in August 2018.

FSD 1011.....\$39.95

FOXMIN D GAMES**THE POTION**

Each alchemist starts with the same basic ingredients; rare mushrooms, secret liquid vials and poisonous beetles. In a match of wit and bluff they compete to get rid of their ingredients and control the final potion. Closely watching each other's move and expression, will you prevail in this unique and original game of deception? Scheduled to ship in August 2018.

FOX POTION.....\$11.95

**QUIRKIES**

Quirkies are strange little creatures that communicate with each other through colors and patterns. Make the right Quirkies sequences by assembling three cards in a row (vertical, horizontal or diagonal) on the Board. Score points in four different ways and be the first to reach five points to win! Scheduled to ship in August 2018.

FOX QUIRKIESBIL.....\$14.95

SPORTS DICE FOOTBALL

Roll into the action in this easy to learn and quick to play dice game for 2 or 4 players. Sports Dice Football includes all the drama of a real game. Go for it on 4th down and reach the end zone to score a touchdown. Then try to stop the opposing team by sacking their quarterback. Scheduled to ship in August 2018.

FOX FWSPPFOOT.....\$11.95

**FRED DISTRIBUTION****CHEEKY MONKEY**

Scheduled to ship in August 2018.

FRD 102169.....\$25.99

FANTASTIQA: RIVAL REALMS (STAND ALONE)

Scheduled to ship in May 2018.

FRD 102167.....\$17.99

GALE FORCE NINE**DOCTOR WHO: TIME OF THE DALEKS BOARD GAME 5-6 PLAYER EXPANSIONS**

Each set comes with two new Doctors, new locations, dilemmas, companions & Timey-Wimey cards. Scheduled to ship in August 2018.

FIFTH DOCTOR AND TENTH DOCTOR

GF9 DW002.....\$20.00

SECOND DOCTOR AND SIXTH DOCTOR

GF9 DW005.....\$20.00

SEVENTH DOCTOR AND NINTH DOCTOR

GF9 DW004.....\$20.00

THIRD DOCTOR AND EIGHTH DOCTOR

GF9 DW003.....\$20.00



STAR TREK ASCENDANCY: ANDORIAN EMPIRE PLAYER EXPANSION SET

Scheduled to ship in October 2018.
GF9 ST023.....\$35.00



STAR TREK ASCENDANCY: VULCAN HIGH COMMAND PLAYER EXPANSION SET

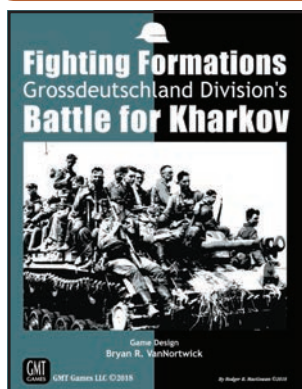
Scheduled to ship in June 2018.
GF9 ST019.....\$35.00

GAME SALUTE

BLACK ORCHESTRA (2ND EDITION)

GSU H2103.....\$60.00

GMT GAMES



FIGHTING FORMATIONS: GROSSDEUTCHLAND DIVISION'S BATTLE FOR KHARKOV

The *Grossdeutschland Division* narrative continues, but now the tide has turned. The division constantly faces long odds as it acts as a mobile fire brigade, plugging holes to prevent breakthroughs. The division receives the formidable Tiger I tank, but the Soviets are frequently receiving upgraded weaponry too. Scheduled to ship in June 2018.

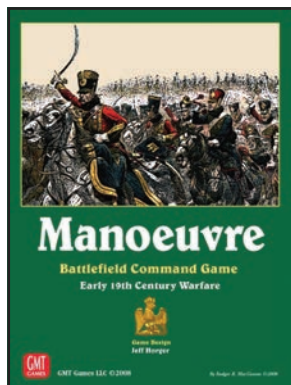
GMT 1809.....\$45.00



GALLIPOLI, 1915: CHURCHILL'S GREATEST GAMBLE

The Gallipoli campaign has long been viewed as an Allied disaster, and that view is correct once both sides settled into trench warfare. However, the first three days witnessed fluid battles of movement, and the Allies came very close to winning. A huge game, this comes with 2x maps and 10x counter sheets. Scheduled to ship in May 2018.

GMT 1806.....\$105.00



MANOEUVRE: EARLY 19TH CENTURY WARFARE

Manoeuvre is a fast-playing game of battlefield command, set in the early 19th Century. Multiple geomorphic game maps provide the chessboard-sized battlefields over which eight different armies of the time period move and fight in one-on-one battles. As the commanding general of a nation's army, you have at your command eight different units and a deck of sixty cards representing each of your units, plus cards representing your army's unique strengths. Your job is to utilize your army's assets and manoeuvre your forces to achieve battlefield supremacy.

GMT 0801-10.....\$29.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: #97 THE QUEEN OF ELFLAND'S SON

This adventure features more amazing cover art by Sanjulian, of Warren Publishing fame (*Creepy*, *Eerie*, etc.). Based on the inspirational Appendix N works of Lord Dunsany, this adventure deals with the other side of Elfland: the dark court ruled by the King of Elfland's wife! Scheduled to ship in June 2018.

GMG 5098.....\$9.99

FIFTH EDITION FANTASY: #14 BENEATH THE KEEP

During a brief stop-over at a wilderness stronghold, a simple trip to a local provisioner reveals foul play! The shop has been broken in, and the shopkeeper is missing. But the place has not been burglarized. The heroes are thrust into an investigation. Clues discovered by the heroes hint at larger corruption that festers among the border lands surrounding the stronghold. What sinister forces lurk beneath the keep? This all-new 5E adventure module includes new magic items, a new spell, and is ready to play right now! Scheduled to ship in July 2018.

GMG 55514.....\$9.99



GREENBRIER GAMES



BARBEARIAN BATTLEGROUNDS

Become one of four clans of adorable bear-warriors out to build the best neighborhood in the forest! Don't expect this to be a picnic: your bears aren't the only ones fishing for glory, so be prepared to ward off attacks from your furry rivals. By gathering resources, pillaging your neighbors' villages, and developing your home turf, the tale of your clan will become legend. Are your bears worthy enough to be every cubs bedtime story for generations to come? It's time to gather your clan, bear down, and hold on to your honey. Scheduled to ship in July 2018.

GNE BB01.....\$24.95

GREEN RONIN PUBLISHING

FANTASY AGE (ADVENTURE GAME ENGINE): COMPANION

Level up your campaign with the *Fantasy AGE Companion*! Once you've been playing with the Basic Rulebook for a while, you'll want more options and this book has you covered. Try out one of the new races or customize your current character with new talents. Explore new specializations like the martial artist and delver, new arcana like Beast and Death, and new spells for all the existing arcana. There are also rules for chases, relationships, organizations, mass combat and much more. The *Companion* is an indispensable addition to your *Fantasy AGE* campaign! Scheduled to ship in April 2018.

GRR 6005.....\$32.95



GREY FOX GAMES



MULTIUNIVERSUM

Multiuniversum is a 1-5 player game, where players take on the roles of scientists trying to close down gateways to other dimensions after a secret project malfunctions. Players need to cleverly use cards as both actions and tools to seal portals. Whoever gets the most Discovery Points, wins the game and a Nobel Prize. GFG 96712.....\$14.99



SUPERHOT: THE CARD GAME

In *Superhot*, time only moves when you do. Players will need to use that to their advantage to dodge bullets and katana wielding enemies. The object of the game is to complete three increasing levels of difficulty with unique objectives before time runs out, or you're hit with too any bullets. GFG 96708.....\$19.99

IDW GAMES



WILLIAM'S JOUST

Brave Knights take up their lances, tighten their saddles, and mount their birds. Who can defeat the most foes, capture the most eggs, and truly gain the glory of being the world's best at *William's Joust*? The game brings the classic video arcade game to the tabletop, in an action-packed, strategy board game. Requiring players to manage the speed and altitude of their knight, *William's Joust* features a unique momentum system that has players placing cards that immediately move their knight, but repeat effects for upcoming game turns. Act quick, but think ahead, because in the game of *William's Joust*, speed can be your greatest ally or biggest foe. IDW 01490.....\$29.99

IELLO

RAIDS

IEL 51514.....\$39.99

INTELLISTORIES

SAVAGE WORLDS RPG: SEVEN WORLDS

In the year 2217 Humanity's greatest achievement is the colonization of the nearby star systems now known as the Seven Worlds. Here Humanity lives, thrives, and prepares the next great wave of space exploration. In this realistic science-fiction setting for the *Savage Worlds RPG* your players take the role of heroes in an epic story reminiscent of the classic arcs of the greatest space opera TV shows and novels. Edge-of-your-seat realistic space battles combine the latest insights of science and weaponry with the easy and quick rules of *Savage Worlds*. Scheduled to ship in April 2018.

CAMPAIGN BOOK

INT 002.....\$39.99

SETTING GUIDE

INT 001.....\$39.99



JELLYBEAN GAMES



NINJITSU

Play as the head of a noble ninja house, collecting great treasures, storing ancient secrets, and stealing glory from your competitors. Scheduled to ship in August 2018.

JBG 556301.....\$19.95

TREASURE HUNTER: EXPANSION

Scheduled to ship in August 2018.

JBG 556302.....\$8.95

JOHN WICK PRESENTS

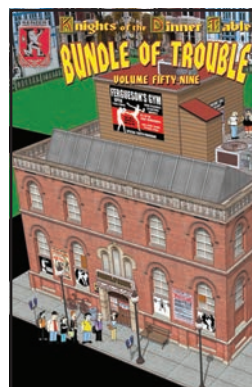


7TH SEA RPG: 2ND EDITION - SECRET SOCIETIES

There are powers in Théah beyond those of rulers or merchants, but every bit as mighty. They operate in secret, using their hidden influence to achieve their goals, no matter the cost. Some are better known than others, but even those safeguard secrets that most of Théah's inhabitants will never know. Scheduled to ship in August 2018.

JWP 7011.....\$39.99

KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE: BUNDLE OF TROUBLE

Whether these are new to you or you simply prefer to follow the series in a distilled book format, it's always a great time to pick up these hysterically funny strips, so don't miss out on this incredible addition to any gamer's bookshelf!

VOLUME 59

KEN 759.....\$14.99

VOLUME 60

KEN 760.....\$14.99



KNIGHTS OF THE DINNER TABLE

KoDT features the hilarious ongoing misadventures of a group of gamers. It also includes regular columns and special features providing useful role-playing resources, game reviews and aids on incorporating pop culture into your gaming resources. It's a slice of (fantasy) life reflected in comic strips, articles, reviews and features, and a positive celebration of gaming culture!

#256 KEN 256.....\$5.99

#257 KEN 257.....\$5.99

#258 KEN 258.....\$5.99

KEYMASTER GAMES



CAPER

Caper is a 2-player card strategy game where each player recruits thieves, equips them with gear, and tries to steal from popular places across Europe. *Caper* plays over six rounds with a colorful, quirky design that combines card drafting and set collection with area control. Scheduled to ship in August 2018.

KYM 0401.....\$19.99



SPACE PARK

Ride a rocket to extraordinary destinations across our galaxy. During your travels you will gather exotic crystals that further our understanding of what's out there. Use these crystals to complete exploration badges and turn them in at the mysterious Outpost 13 to prove yourself as the galaxy's next great space explorer! Space Park features a modular board where seven destinations are randomly arranged to form a circle between players. Scheduled to ship in August 2018.

KYM 0301\$34.99

KHEPERA PUBLISHING

MYTHIC D6 CORE RULEBOOK

Mythic D6 is a D6 compatible rulebook that allows players to create heroic characters with fantastic powers! Learn more about superpowers, expanded special abilities, gadget creation, advantages and disadvantages for use in any D6 game. Discover a wealth of information on powers, so many details that it took a whole book to contain them all. Scheduled to ship in July 2018.

KHP 034\$49.99



A Multi-Genre Roleplaying Game System

KIDS TABLE BOARDGAMES

HAUNT THE HOUSE

Pesky Ghost Hunters are sneaking through the haunted hallways of your mysterious mansion. Show the other spooks that you're the most fearsome frightener, and scare them out! On your turn: Play Scare cards invisibly to hide your plans, or visibly to trigger awesome room powers; or yell BOO and try to send a Ghost Hunter packing! Scheduled to ship in July 2018.

KTG 3001\$29.00



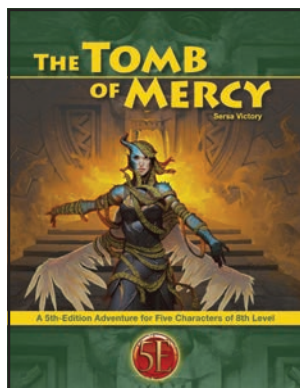
KOBOLD PRESS



DUNGEONS & DRAGONS RPG: SHADOWS OF THE DUSK QUEEN

Throughout the land, legends of the Dusk Queen persist, a queen of shadows. They speak of a sometimes kind, other times cruel, yet always mysterious fey queen who ruled from her Dusk Tower—a tall spire of smooth, dark stone in the heart of a great, shadowy forest. Perhaps the most gripping legends, however, whisper of the Dusk Queen's sudden and mysterious disappearance... and her even more mysterious return.

PZO KOBSDQ5E\$19.99



DUNGEONS & DRAGONS RPG: THE TOMB OF MERCY

The Tomb of Mercy was built centuries ago to house arks that would preserve the souls of humanity from an infernal invasion. Now you must travel to the Wasted West, unseal the Tomb, and send the last ark safely on its journey. Fail, and humanity faces extinction! In *Tomb of Mercy*, players compete with the GM in a race against time to see if humanity can be saved, or if the fiendish servants of the Hells corrupt the world.

PZO KOBTOM5E\$15.99

Available Now!

Kitty Paw

子猫の肉球

Paw your way to victory!

6+

1-4

15-30

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Rules in English / Japanese



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PATHFINDER RPG: GRIMALKIN

The corpse of poor, departed Scholar Zubayr, washed up on the shores of the River of Sand, lies in the charnel house... destined to become dinner for a cult of cannibals. Though distasteful in the extreme, this isn't your concern — except that Princess Karima Gamila, the most beautiful gnoll in Per-Bastet, has begged you to rescue her friend's body and help discover his fate. Grimalkin is an adventure for 3rd to 5th level characters and compatible with the Pathfinder Roleplaying Game.

PZO KOBGRIMPF..... \$19.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: 2018 MEGA-TINS CASE (12)

Each Tin includes three 16-card Mega-Packs containing cards from *Maximum Crisis*, *Code of the Duelist*, *Circuit Break*, and *Extreme Force*. These Mega-Packs use the traditional 1 card of each foil rarity plus a Rare and 12 Commons configuration native to the Mega-Tins, and all cards appearing in the Mega-Packs will be included in their original booster set rarity. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83898..... \$239.88



YU-GI-OH! TCG: BATTLES OF LEGEND - RELENTLESS REVENGE BOOSTER DISPLAY (24)

Battles of Legend: Relentless Revenge combines often-requested cards from each of the Yu-Gi-Oh! animated series, printed for the very first time, including new cards from Yu-Gi-Oh! VRAINS, high-demand cards used in current competition, and cards targeted at Duelists who want to play with Deck strategies and themes released over the past year and into the next one! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83812..... \$95.76



YU-GI-OH! TCG: CODEBREAKER STARTER DECK DISPLAY (10)

This new deck introduces the basics of Dueling with cards that are strong and easy to understand. New Duelists can learn the basics of Link Summoning using "Code Talker" Link Monsters, then use this Starter Deck as a base to build their own unique Deck by collecting Cyberse monsters and "Code Talker" Link Monsters from many different releases including Structure Deck: Cyberse Link and Extreme Force. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83864..... \$99.90

YU-GI-OH! TCG: CYBERNETIC HORIZON BOOSTER DISPLAY (24)

Past and present collide in *Cybernetic Horizon*, the first 100-card 1st Edition booster set of the 2018-2019 Dueling season! This set modernizes popular themes from the Yu-Gi-Oh! GX, 5D's, and ZEXAL eras, provides brand-new Link Monsters, and new cards to bolster strategies introduced in *Code of the Duelist*, *Circuit Break*, *Extreme Force*, *Flames of Destruction*, *Dark Saviors*, and more!

KON 83835..... \$95.76



KOPLOW GAMES



PEARL: POLY ASSORTMENTS

Scheduled to ship in May 2018.

ASSORTED (10) (PLASTIC BOX)		GRAY (10) (PLASTIC BOX)	
KOP 10723.....	\$9.00	KOP 10622.....	\$9.00
ASSORTED (7) (PLASTIC BOX)		NAVY (10) (PLASTIC BOX)	
KOP 02957.....	\$7.00	KOP 10623.....	\$9.00
CHARCOAL (10) (HOOK TOP)		NAVY (10) (PLUG TOP)	
KOP 10073.....	\$9.00	KOP 09938.....	\$9.00
CHARCOAL (10) (PLASTIC BOX)		PURPLE (10) (PLASTIC BOX)	
KOP 10620.....	\$9.00	KOP 10624.....	\$9.00
CHARCOAL (7) (PLASTIC BOX)		PURPLE (10) (PLUG TOP)	
KOP 02958.....	\$7.00	KOP 09940.....	\$9.00
EMERALD (10) (PLASTIC BOX)		PURPLE (7) (PLASTIC BOX)	
KOP 10621.....	\$9.00	KOP 02962.....	\$7.00
EMERALD (7) (HOOK TOP)		PURPLE (7) (PLUG TOP)	
KOP 02980.....	\$7.00	KOP 02976.....	\$7.00
EMERALD (7) (PLASTIC BOX)		RED (10) (PLASTIC BOX)	
KOP 02959.....	\$7.00	KOP 10625.....	\$9.00
EMERALD (7) (PLUG TOP)		RED (7) (HOOK TOP)	
KOP 02973.....	\$7.00	KOP 02984.....	\$7.00

PEARL: POLY DT10 TENS10 ASSORTED (10)

Scheduled to ship in May 2018.

HOOK TOP KOP 13352.....	\$9.00
PLASTIC BOX KOP 13351.....	\$9.00

LEVEL 99 GAMES



EXCEED: EXPANSION PACKS

This box contains one complete fighter for the Exceed Fighting System Card Game. Scheduled to ship in August 2018.

ESPER X'S JUNO	
L99 EXPR1.....	\$12.00
MAGE WARS' DERVIS	
L99 EXPR2.....	\$12.00
PENNY ARCADE'S CARL	
L99 EXPR6.....	\$12.00
RED DRAGON INN'S POOKY	
L99 EXPR4.....	\$12.00
RED HORIZON'S SKULL MAN	
L99 EXPR3.....	\$12.00
SEVENTH CROSS' EMOGINE	
L99 EXPR7.....	\$12.00
SEVENTH CROSS' SYDNEY & SERENA	
L99 EXPR8.....	\$12.00
SHOVEL KNIGHT	
L99 EXPR5.....	\$12.00



EXCEED: SEVENTH CROSS

Exceed brings to life the speed, tactics, and variety of high-stakes fighting action. Choose your fighter and enter the arena! There are no packs to open or rares to chase-get everything you need to play right here. Bring your best to the battlefield with four new fighters from the world of Seventh Cross! Scheduled to ship in August 2018.

CHURCH VS. EMPIRE	
L99 EX7C1.....	\$25.00
GUARDIANS VS. MYTHS	
L99 EX7C4.....	\$25.00
HUNTERS VS. DEMONS	
L99 EX7C2.....	\$25.00
MAGIC VS. MONSTERS	
L99 EX7C3.....	\$25.00



NOIR: AUTOMATA

Automata NOIR is a new edition of the modern classic "NOIR" that features the world and characters from the original *Automata* comic created by Mike Krahulik and Jerry Holkins. The game features iconic characters Carl Swaggy and Sam Regal, as well as a host of new and lesser-known faces, illustrated by artist Charlie Bates. *Automata NOIR* Features five Game Modes, including two brand-new ones and three updated classics! Scheduled to ship in June 2018.

L99 NRAUT\$25.00

LONE SHARK GAMES



APOCRYPHA: DECK BOX

One of two beautifully designed UltraPRO deckboxes for the *Apocrypha Adventure Card Game*, the *Box of Doom* and a *Box of Hope* each give you room for one saint and all of their gifts and fragments. Scheduled to ship in April 2018.

BOX OF DOOM

LSG 00104.....\$2.95

BOX OF HOPE

LSG 00102.....\$2.95



APOCRYPHA: REVELATION DICE

Scheduled to ship in April 2018.

LSG 00107.....\$29.95

MANTIC ENTERTAINMENT

DREDBALL: 2ND EDITION TEAMS

Scheduled to ship in August 2018.



BREMLIN NEBULAS - KALYSHI

MGE MGDB2M308\$39.99



FRAN-TAAR PHILOSOPHERS - TSUDUCHAN

MGE MGDB2M307\$39.99



GLAMBEK GHOSTS - ADA-LORANA

MGE MGDB2M310\$39.99



SULENTIC SHARDS - CRYSTALLAN

MGE MGDB2M309\$39.99

STAR SAGA

Scheduled to ship in July 2018.



CHARACTER AND MISSION CREATOR

MGE MGSS106.....\$49.99

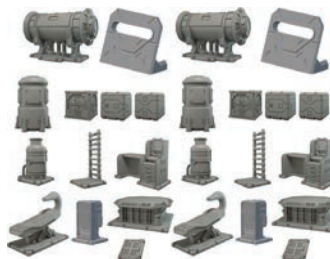


EIRAS CONTRACT TILE PACK

MGE MGSS107.....\$24.99

TERRAINCRATE

Scheduled to ship in July 2018.



SPACE STATION SCENERY

MGE MGTC114.....\$29.99

THE WALKING DEAD:

ALL OUT WAR

Scheduled to ship in August 2018.



THE GOVERNOR'S TROPHY ROOM COLLECTOR'S SET

MGE MGWD132.....\$39.99

WARPATH

Scheduled to ship in July 2018.



ASTERIAN CHIRA TRANSPORTER/CHROMA FORCE PLATFORM

MGE MGWPA401\$44.99



ASTERIAN CYPHER SPECIALISTS

MGE MGWPA304\$17.99



ASTERIAN MEGA FORCE

MGE MGWPA103\$149.99



ASTERIAN RESERVE FORCE

MGE MGWPA102\$89.99



ASTERIAN WEAPON DRONES

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RUNNER FORMATION**
MGE MGWPV402.....\$39.99

MAX PROTECTION



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Scheduled to ship in May 2018.

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MODIPHIUS

STAR TREK ADVENTURES

Scheduled to ship in August 2018.



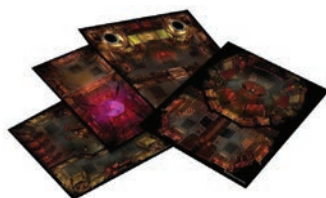
BETA QUADRANT

The *Beta Quadrant* sourcebook contains: Information on the Federation's presence in the Beta Quadrant, including the homeworlds of Andoria, Earth, and Vulcan. Material about the Klingon Empire and its history, including information on its core words of QonoS, Boreth, Khitomer, and Rura Penthe. Information from the Romulan Star Empire on their history and politics, and information about their worlds Romulus and Remus. A host of new Federation species to choose from during character creation, including Benzite, Bolians, Efsrians, and Klingons. A selection of alien starships, from the Klingon Empire, Romulan Star Empire, Gorn Hegemony, Orion Syndicate, and civilian craft.

MUH 051067.....\$34.99

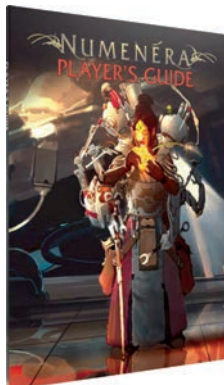


BORG COLLECTIVE MINIATURE SET
MUH 051082.....\$49.99



**NEXT GENERATION AWAY
KLINGON TILE SET**
MUH 051476.....\$39.99

MONTE COOK GAMES

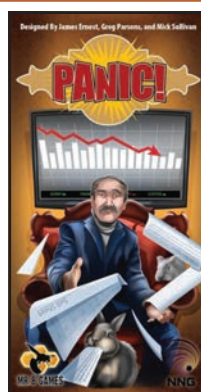


NUMENERA RPG: PLAYER'S GUIDE

Create characters, explore the Ninth World, and learn the basic rules of the *Numenera* roleplaying game in this inexpensive players guide. Its perfect for getting a taste of the game, having an extra rules and setting reference on hand at the gaming table, and building new characters. The *Player's Guide* is an inexpensive, easy-to-access resource for anyone playing *Numenera*, and a wonderful introduction and teaching tool for the game. Scheduled to ship in July 2018.

MKG 162.....\$19.99

MR. B GAMES



PANIC!

Panic! is a card game of commodity trading, where each player is a wealthy and powerful billionaire. You will attempt to corner the market and keep the scarcest commodities for yourself, while trading the least valuable to the other players. If you are clever and cunning, you may be able to sink a commodity's value yet convince your fellow billionaires it's the one to keep. Game play is fast and entertaining as the market is constantly shifting. There are three different ways to play *Panic!* but every game forces you to make tough decisions with the minimum amount of information possible. Scheduled to ship in April 2018.

MIB 1024.....\$24.99

NINJA DIVISION GAMES



WARHAMMER: DOOMSEEKER

The *Doomseeker* card game pits players against one another to see who can die the most glorious death! Push your luck, challenge the denizens and monsters of the Old World, with each victory bringing you more glory, and ultimately your death can be met at the hands of a truly worthy foe.

NJD 411401.....\$39.99



VICTORY & GLORY: NAPOLEON

Victory & Glory: Napoleon allows the players to relive the entire Napoleonic Wars in one game session. One player will take the role of France in her attempt to unite the continent of Europe with her powerful military led by one of history's most restless minds: a genius who would reform Europe's tired political, economic, and social structures while fighting a series of wars against those who resisted this change. The other player will take the role of Great Britain as she struggled to oppose French domination of the continent by cobbling together a series of alliances with the other great powers. Scheduled to ship in April 2018.

MIB FRB1001.....\$79.99



WAY OF THE FIGHTER: FIGHTER DECKS

Way of the Fighter is an expandable card game that captures the look and feeling of an arcade-style fighting game. It's simple. Two challengers, one arena, and all out close-quarters mayhem! The game primarily involves bluffing, resource management, and tactical positioning. Scheduled to ship in May 2018.

BRAHM VS COBALT NJD 040203.....	\$14.99
MBIRARU VS YING PEI NJD 040202.....	\$14.99
TALA VS VICTORIA NJD 040204.....	\$14.99



PATHFINDER RPG: ADVENTURE PATH - RETURN OF THE RUNELORDS PART 1 - SECRETS OF RODERICK'S CAVE

The Return of the Runelords Adventure Path begins here, in the pine-shaded port town of Roderick's Cove. Grudges and gossip are ever present in small town life, and Roderick's Cove is no different. The town has seen its share of troubles in the past with Riddleport pirates and a haunting by the town's founder, and now those tensions are bubbling up again. After a deadly brawl breaks out, the heroes must piece together what troubles the small town. Along the way, they stumble upon something larger than faction squabbles among the townsfolk—an ancient smoldering threat has flared to life. The powerful ancient wizards who once ruled this land are returning! Scheduled to ship in August 2018.

PZO 90133\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - WAR FOR THE CROWN POSTER MAP FOLIO

Explore the glorious lands of Taldor, the First Empire, in the War for the Crown Poster Map Folio. Pore over masterful cartography and plan exciting adventures with these three massive poster maps designed for use with the War for the Crown Adventure Path! The first lavishly illustrated map depicts the capital city of Oppara, where the adventure begins and ends. The second map provides an overland look at Taldor's County of Meratt, and the third map is a beautifully illustrated map of the nation of Taldor itself. Whether you're looking for a walled city, a stretch of forest and plains, or an entire nation, these beautiful maps are the perfect resource for the War for the Crown Adventure Path or any fantasy campaign. Scheduled to ship in August 2018.

PZO 92110\$19.99



PATHFINDER RPG: FLIP-MAT CLASSICS - SEEDY TAVERN

Whether your adventurers are on the trail of a dirty thief or just looking for a fight, no Game Master wants to slow the action down by drawing sites for urban encounters. Fortunately, with *Flip-Mat Classics: Seedy Tavern*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. This double-sided combat map presents three distinct taverns perfect for all manner of sinister confrontations. It even connects with *Map Pack: Sewer System* for more seedy adventure! Scheduled to ship in August 2018.

PZO 31018\$13.99



PATHFINDER RPG: FLIP-TILES - FOREST STARTER SET

The new and convenient *Flip-Tiles: Forest Starter Set* features 42 full-color 6x6" map tiles, with forest paths and clearings on each side, all stunningly crafted by cartographer Jason A. Engle. These exciting new tiles put wilderness adventure in your hands! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Take your dungeons to the next level! Scheduled to ship in August 2018.

PZO 4075\$34.99



Calliope Games
www.CalliopeGames.com

Roll for it!
The Roll It! Match It! Score It! Game

Seedy Tavern
Wet, Dry, and Permanent Markers Erase from the Mat

Roll for it!
The Roll It! Match It! Score It! Game

Roll for it!
The Roll It! Match It! Score It! Game

Perfect games for friends and family! Share in the fun!



PATHFINDER RPG: PAWNS - DUNGEON DECOR PAWN COLLECTION

Printed on sturdy cardstock, each pawn contains a beautiful full-color image of the kinds of features, fixtures, and furnishings that you would find in a dark dungeon, a fantasy manor, or a shadowy forest. Each cardstock pawn lays flat or slots into a size-appropriate plastic base from any of the *Pathfinder Pawns: Bestiary Box* collections, making them easy to mix with traditional metal or plastic miniatures. With multiple pawns for common traps and items, the *Dungeon Decor Pawn Collection* is the best way to ensure you've got the perfect set dressing for every *Pathfinder Roleplaying Game* encounter! Scheduled to ship in August 2018.

PZO 1031\$24.99



STARFINDER RPG: ADVENTURE PATH - AGAINST THE AEON THRONE 1 - THE REACH OF EMPIRE

The Reach of Empire is a *Starfinder Roleplaying Game* adventure for four 1st-level characters. The adventure begins the *Against the Aeon Throne Adventure Path*, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of the Azlanti Star Empire, and a selection of new monsters from alien worlds. Scheduled to ship in August 2018.

PZO 7207\$22.99

PANDASAURUS GAMES



THE MIND

Eyes locked, cards in hand—are you and your friends ready to become one mind? *The Mind* is the ingenious, addictive and ridiculously fun game that everyone is buzzing about. How do you know what is in someone's hands without speaking? How do you make the right decision when the game is one the line? The answers lie in this little box. But beware, once you enter *The Mind*, you will not be able to think about anything else. And while the rules are simple, surviving every level is anything but... Scheduled to ship in July 2018.

PAN 201809\$14.99



QWINTO

Qwinto is the rousing, fast-paced dice game from the people who brought you *Qwixx*, where one person rolls and everyone takes their turn! But be sure to think fast. Players must fill their colored rows as quickly and cleverly as possible to snag the most bonus points and win the game! Scheduled to ship in August 2018.

PAN 201866\$14.99

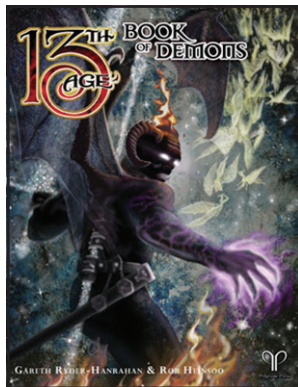


NYCTOPHOBIA

Nictophobia means fear of the dark. Welcome to the experiential table top game that is going to redefine what it means to play a game. *Nictophobia: Vampire Encounter* is a cooperative game of survival where up to four players must work together to escape a maniacal predator chasing them in a pitch-black forest. But there's a wrinkle: would-be survivors play the game with blackout glasses. Players cannot see the board and have to rely on touch to navigate their way to safety. So, are you afraid of the dark? Scheduled to ship in August 2018.

PAN TBA\$40.00

PELGRANE PRESS



13TH AGE RPG: BOOK OF DEMONS

When the world cracks open and the demons attack, what will YOU do? The *Book of Demons* takes an in-depth look at the Abyssal enemies of the 13th Age — the demonic hordes whose eternal struggle to shatter reality causes hellholes, dimensional breaches, and other, even weirder assaults on the world. Scheduled to ship in June 2018.

PEL 13A16\$21.95

DELTA GREEN RPG: THE FALL OF DELTA GREEN

The Fall of Delta Green opens the files on a lost decade of anti-Mythos operations both foreign and domestic, the last days of DELTA GREEN before the Joint Chiefs shut the program down in 1970. Players take on the role of DELTA GREEN operatives, assets, and friends, in deadly one-shot adventures or a campaign spanning the years from hope to madness. Hunt Deep Ones beneath the Atlantic, shut down dangerous artists in San Francisco, and delve into the heart of Vietnam's darkness. After the summer of the 1950s, now comes the fall — the Fall of DELTA GREEN. Scheduled to ship in June 2018.

PEL GDG01\$49.95



PLAID HAT GAMES



FEATURED ITEM



ASHES: THE DEMONS OF DARMAS EXPANSION

A new Phoenixborn enters the fray with *The Demons of Darmas* expansion deck for *Ashes: Rise of the Phoenixborn*! None of your enemy's minions are safe from Harold Westraven and his Hunter's Mark! *The Demons of Darmas* gives you the freedom to find new combinations of cards and unlock new types of decks. With each *Ashes* expansion deck, you can supplement your collection with new spell and unit cards in order to play out all-new battles! Scheduled to ship in July 2018.

PHG PH1212\$14.95



FEATURED ITEM

ASHES: THE SPIRITS OF MEMORIA EXPANSION

A new Phoenixborn enters the fray with *The Spirits of Memoria* expansion deck for *Ashes: Rise of the Phoenixborn*! The spirit realm is subservient to Sembali Grimtongue, who holds power over all conjurations in the game. *The Spirits of Memoria* gives you the freedom to find new combinations of cards and unlock new types of decks. With each *Ashes* expansion deck, you can supplement your collection with new spell and unit cards in order to play out all-new battles! Scheduled to ship in July 2018.

PHG PH1211\$14.95



The Sleeping Giants Have Awoken!

PATHFINDER ADVENTURE PATH

Return of the Runelords

The all-powerful Runelords, near-immortal wizards who ruled Varisia in ancient days, stir to terrible life once more. Years ago, Pathfinder's classic *Rise of the Runelords* campaign explored the return of just one of these terrible masters—now the rest of his allies have returned; their brilliant minds turned solely to conquest!



AVAILABLE AUGUST 2018

PREORDER NOW!

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paizo.com/pathfinder





FEATURED ITEM



CRYSTAL CLANS: FEATHER CLAN EXPANSION DECK

Out of the air, a new clan emerges seeking the power of the magic crystals. Take to the skies and embrace the winds with the *Feather Clan Expansion Deck* for *Crystal Clans*! Deploy Horus the Finder and send him soaring over the battlefield in formation with his warriors. Or use Dendra the Skykeeper to grant the flying keyword to all units in her squad. Take to the skies and seize the crystals with the power of the Feather Clan! Scheduled to ship in July 2018.

PHG PH1703 \$9.95



FEATURED ITEM

CRYSTAL CLANS: LEAF CLAN EXPANSION DECK

Emerging from the depths of the forest, a new clan seeks the power of the magic crystals. Sow the seeds of your victory and cultivate power with the *Feather Clan Expansion Deck* for *Crystal Clans*! Use The Huntmaster to bring discarded units back into play. Or bring Kesslia into play, allowing her unit to jump to areas with sown units. Grow victory from the earth and seize the crystals with the power of the Feather Clan! Scheduled to ship in July 2018.

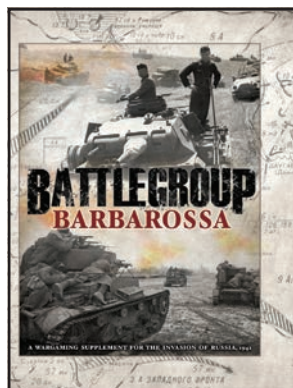
PHG PH1704 \$9.95



PLASTIC SOLDIER COMPANY

BATTLEGROUP

Scheduled to ship in May 2018.



BARBAROSSA

PSC BGK007 \$35.00



BLITZKRIEG

PSC BGK009 \$35.00

CROMWELL IV 1944-1945 <small>Fast, cruiser tank. Also mark V</small>									
VEHICLE	MOVEMENT	ARMOUR	F S R		WEAPON	Mount	Armour		
Cromwell (IV or V)	12" 20"	K L M	75mm	40	Turret	Coastal	Hull	6	6
			MG						
WEAPON	AMMO	HE	RANGE						
75mm	40	HE	0-10"	10-20"	20-30"	30-40"	40-50"	50-70"	
		AP	4/4+	3	3	3	3	3	
				6	6	5	4	3	

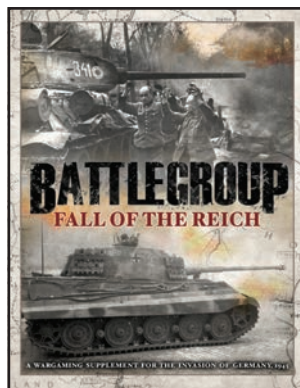
BRITISH DATACARDS

PSC BGK021 \$7.00

PANZER III D 1939 <small>Rare, first service version of Panzer III series</small>									
VEHICLE	MOVEMENT	ARMOUR	F S R		WEAPON	Mount	Armour		
Panzer III D	8" 12"	N N N	37mm	46	Turret	Coastal	Hull	12	
			MG						
WEAPON	AMMO	HE	RANGE						
37mm	46	HE	0-10"	10-20"	20-30"	30-40"	40-50"	50-70"	
		AP	2/3+	1	1	1	1	1	
				4	4	3	2	1	

EARLY GERMAN DATACARDS

PSC BGK019 \$5.00



FALL OF THE REICH

PSC BGK005 \$35.00

R-40 1940 <small>Modernized light infantry support tank</small>									
VEHICLE	MOVEMENT	ARMOUR	F S R		WEAPON	Mount	Armour		
R-40	9" 13"	1 mm	M N N	37mm	45	Turret	Coastal	6	
				MG					
WEAPON	AMMO	HE	RANGE						
37mm	35	HE	0-10"	10-20"	20-30"	30-40"	40-50"	50-70"	
		AP	2/3+	1	1	1	1	1	
				3	3	2	1	1	

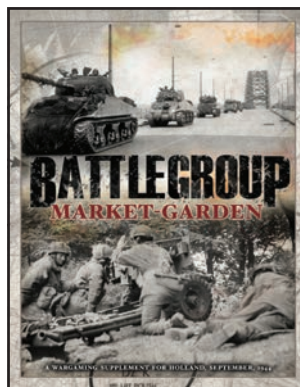
FRENCH, POLISH, HUNGARIAN, ROMANIAN DATACARDS

PSC BGK024 \$5.00

PANZER IV H or J 1943-1945 <small>Most highly produced of the Panzer IV series</small>									
VEHICLE	MOVEMENT	ARMOUR	F S R		WEAPON	Mount	Armour		
Panzer IV H	8" 12"	K N/M	N	75mm	48	Turret	Coastal	Hull	9
				MG					
WEAPON	AMMO	HE	RANGE						
75mm	48	HE	0-10"	10-20"	20-30"	30-40"	40-50"	50-70"	
		AP	4/4+	3	3	3	3	3	
				8	8	7	6	5	

LATE GERMAN DATACARDS

PSC BGK020 \$5.00

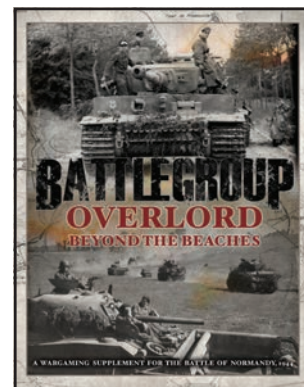


MARKET GARDEN

PSC BGK028 \$17.00

MINI RULESET

PSC BGK004 PI

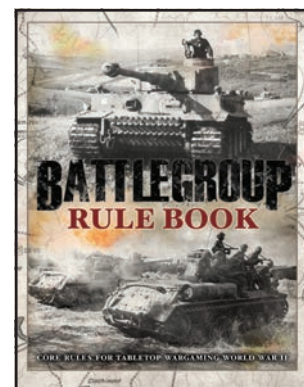


OVERLORD - BEYOND THE BEACHES

PSC BGK027 \$23.00

OVERLORD (NORMANDY SUPPLEMENT)

PSC BGK002 PI



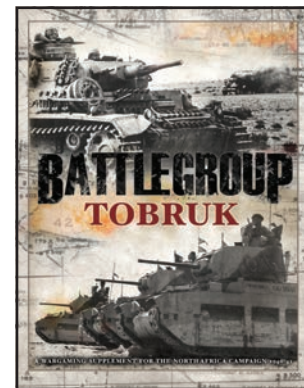
RULESET

PSC BGK025 \$28.00

T-34 1941 <small>Medium tank with improved main gun, but slow</small>									
VEHICLE	MOVEMENT	ARMOUR	F S R		WEAPON	Mount	Armour		
T-34	12" 16"	13.4 mm	K L M	76.2mm	42	Turret	Coastal	Hull	10
				MG					
WEAPON	AMMO	HE	RANGE						
76.2mm	42	HE	0-10"	10-20"	20-30"	30-40"	40-50"	50-70"	
		AP	4/4+	3	3	3	3	3	
				6	6	5	4	3	

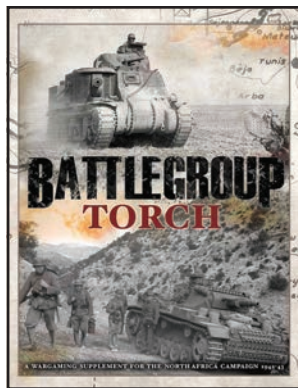
RUSSIAN DATACARDS

PSC BGK023 \$7.00



TOBRUK

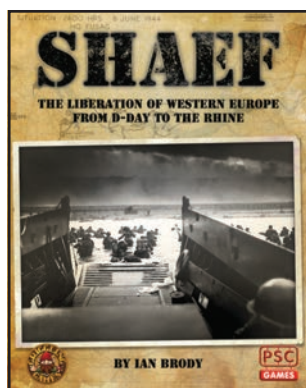
PSC BGK026 \$35.00



TORCH
PSC BGK031\$35.00

M4A3E8 1945 Final upgraded Sherman with horizontal volante suspension system.									
VEHICLE	MOVEMENT	ARMOUR	ARMAMENT						
MAJESTY	10" 15" 15"	F S R	Weapon	Mount	Ammo				
			MG	MG	Turret	Coaxial	Ball		
WEAPON	AMMO	HE	RANGE						
76mmL53	HE	4/4+	0-30"	10-20"	20-30"	30-40"	40-50"	50-70"	
	AP	-	7	7	6	5	4	-	

US DATACARDS
PSC BGK022\$5.00



SHAEF (SUPREME HEADQUARTERS ALLIED EXPEDITIONARY FORCE)
SHAEF is a two player, card-driven, World War II strategy game covering the period from June 1944 to March 1945, by the acclaimed designer of the Quartermaster General series of games, Ian Brody. One player takes the role of Supreme Headquarters Allied Expeditionary Force (SHAEF) – commanded by US General Dwight D. Eisenhower – tasked with landing on the continent and advancing to seize key locations beyond the River Rhine. The other player takes the role of the Axis forces, tasked with bringing the Allied invasion to a halt. Scheduled to ship in June 2018.
PSC SHA001\$80.00

PLAYROOM ENTERTAINMENT



DAD JOKE FACE-OFF
Get ready to play the funniest game around! From the hit internet sensation sweeping the globe, we bring you the party game that will make any game night a laugh! But get ready, these Dad Jokes are so embarrassingly bad that you will most likely roll your eyes - but, as hard as you try, can you stop yourself from laughing or even cracking a smile? Scheduled to ship in May 2018.

UPI PLE66900 PI

POKÉMON USA



POKÉMON: FORCES OF NATURE GX PREMIUM COLLECTION

Watch out for the storm and thunder of this trio of amazing Legendary Pokémon! The season of storms grows, and winds gather strength as the forces of nature combine in this massive collection. Tornadus-GX and Thundurus-GX appear as never-before-seen foil promo cards, and the two of them join forces with Landorus as a stunning oversize card featuring all three Legendary Pokémon!

PUI 80507 PI

POKÉMON TCG: SHINY ZYGARDE-GX BOX

Unity is strength for Zygarde-GX! Many Cores and Cells come together to form this guardian of the ecosystem, which appears here in its 50% Forme as a rare Shiny Pokémon. With this set, you get the Legendary Pokémon-GX as a playable foil promo card and a stunning oversize card, plus much more. Your collection will never be the same!

PUI 80383 PI

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GAMES

PORTAL



DETECTIVE

Detective is a modern crime boardgame. Solve mysterious crimes and see if you would handle the job of a true detective in a modern setting! Scheduled to ship in August 2018.

PLG 1375\$50.00

PRIVATEER PRESS

HORDES

Scheduled to ship in July 2018.



GRYMKIN HOLLOW HOLDEN SOLO (WHITE METAL)

PIP 76030\$17.99

NO QUARTER PRIME #6

Scheduled to ship in July 2018.

PIP NQP06\$9.00

WARMACHINE

Scheduled to ship in July 2018.

GOLDEN CRUCIBLE ARMY BOX

PIP 37001\$229.99



GOLDEN CRUCIBLE AURUM LUCANUM ATHANOR LOCKE WARCASTER (RESIN AND WHITE METAL)

PIP 37016\$24.99



GOLDEN CRUCIBLE COMBAT ALCHEMISTS UNIT (3) (RESIN AND WHITE METAL)

PIP 37008\$24.99



GOLDEN CRUCIBLE CRUCIBLE GUARD ROCKETMEN & CA UNIT (14) (RESIN AND WHITE METAL)

PIP 37013\$69.99



GOLDEN CRUCIBLE DOCTOR ADOLPHEUS MORELY CHARACTER SOLO (RESIN AND WHITE METAL)

PIP 37006\$14.99



GOLDEN CRUCIBLE DRAGON'S BREATH WEAPON CREW UNIT (3) (RESIN AND WHITE METAL)

PIP 37020\$34.99



GOLDEN CRUCIBLE LIBERATOR LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 37010\$28.99



GOLDEN CRUCIBLE TORO/SUPPRESSOR/VINDICATOR HEAVY WARJACK (PLASTIC)

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RVN 19753.....\$19.99



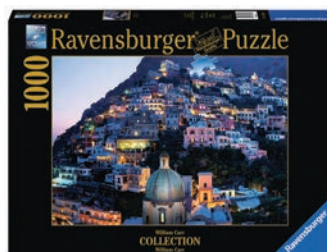
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BEATLES: THROUGH THE YEARS
RVN 15096.....\$19.99



BEATLES: TICKETS
RVN 19751.....\$19.99



BELLA POSITANO
RVN 19866.....\$19.99

CHRISTMAS VILLAGE
RVN 19883.....\$19.99

CHRISTMAS WISHES
RVN 19881.....\$19.99

COUNTDOWN TO CHRISTMAS
RVN 19882.....\$19.99

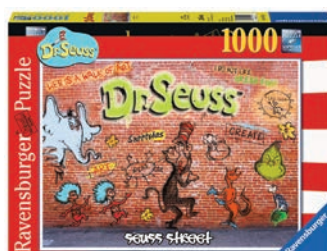


HONEFLEUR REFLECTION
RVN 19867.....\$19.99

ROCKEFELLER CENTER
RVN 19563.....\$19.99



SANTA'S CHRISTMAS PARTY
RVN 19893.....\$19.99



SEUSS STREET
RVN 19752.....\$19.99



SGT. PEPPER
RVN 19750.....\$19.99



BROOM SERVICE - THE CARD GAME
Wild witches soar on their brooms collecting colorful potions in this card version of the award winning board game Broom Service. Choose and play the right cards, at the precise moment, and zoom to victory! Also included in the card game - The 1st Expansion for the board game, which includes 16 special cards that allow you to gain more resources, earn victory points and more!
RVN 26972.....\$14.99



BUGS IN THE KITCHEN
Ugh! There's a bug loose in the kitchen and you've got to get it out! Roll the die and pivot corresponding pieces on this 3-D maze board to trap the creepy crawly Hexbug nano before your opponent does. Get the bug first and you win; leave it loose and go buggy in this fast-action game of extermination!
RVN 22261.....\$29.99



DISNEY VILLAINOUS
In this epic contest of sinister power, take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your characters unique abilities and winning strategy while dealing twists of fate to thwart your opponents schemes. Find out who will triumph over the forces of good and win it all!
RVN 60001739.....\$39.99

CHRISTMAS ORNAMENTS IN GIFT BOX (4 X 27 PC)
RVN 11678.....\$12.99

DR. SEUSS GRINCH CHRISTMAS BINGO

The Dr. Seuss Christmas classic comes to life in this fun and festive *Bingo* game! Pull gifts from under the tree and try to score five-in-a-row to win! But watch out - you may get The Grinch! When he drops down the chimney into your Who-house, he may steal your presents...or bring heartwarming holiday cheer!
RVN 60001778.....\$12.99



INCREDIBLES SAVE THE DAY
Trouble is erupting across Metroville, but The Incredibles can save the day! Work together to stop the crimes before its too late! As the alarm goes out across the city, tiles are flipped over in the game board, revealing new problems and even changing the game board paths. Each player has a unique power, so strategize who will take on each challenge. If you can defeat the villains and save the citizens before time runs out, you'll be the heroes of the city!
RVN 60001723.....\$24.99



JOURNEY THROUGH TIME EYE FOUND IT! GAME
Work together as a team of historians, scientists, and adventurers solving the worlds greatest mysteries! Venture forth and find hidden objects throughout time from the Prehistoric Era to the Present Day. Race to the end of the giant 6-foot game board before your Timecraft runs out of fuel! But be careful not to go too far and end up in The Future!
RVN 01320.....\$29.99



MAKE 'N' BREAK
Collaborate in ever-changing teams, but remember-only one play can win! This edition features more than 150 new blueprints, plus the all-new Action die with five clever game variants for an even more exciting play experience!
RVN 26765.....\$31.99

**NIGHTMARE BEFORE CHRISTMAS:
MERRY MAYHEM**

Join Jack, Sally, and all the spooky residents of Halloween Town in a fast-paced, card-piling frenzy! Players madly stack cards, snatch up piles, and avoid Oogie Boogie to score. Get the most points and you'll be the Pumpkin King of Merry Mayhem!

RVN 60001774.....\$12.99

**PAKU PAKU**

To win this action-packed dice game for two to eight glory-hungry pandas, you have to be quick with the dice and have a steady hand with tableware. Because everyone knows: There can only be one for whom no plate is too full, whose belly is as powerful as his will, and who is as skilled as he is voracious!

RVN 26740.....\$12.99

**PICTOPIA: DISNEY EDITION**

Families team up in this collaborative yet competitive trivia game with 1,000 questions ranging from basic trivia to voting testing how well you know your fellow players! During the game, everyone gets a chance to show off their World of Disney knowledge from Disney Junior and Disney XD, to Disney Parks and classic Disney films. Players wager based on their knowledge of four images, then work together or alone to answer the question. It's the perfect answer for together-time fun!

RVN 01205.....\$25.99

RISE OF QUEENSDALE

Build me a castle! Build me a city worthy of my Queen! Your Kings wish is your command. Travel into the valley of Queensdale, collect raw materials, construct buildings and take fate into your own hands. Fame and fortune await you, but you must first outpace glory seekers who share your ambitions to fulfill the Kings wishes! Act with courage and wisdom, and remember, every decision you make has consequences... Upgrade your dice, develop your boroughs, gain the Kings patronage, and experience the rise or fall of Queensdale!

RVN 82412-0.....\$80.00

**PICTOPIA:
HARRY POTTER EDITION**

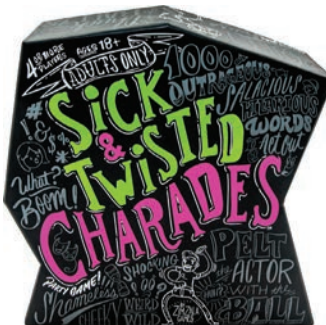
Showcase your knowledge of J.K. Rowling's Wizarding World when you encounter 1,000 picture trivia questions featuring the beloved characters, extraordinary places, magical creatures, and enchanted objects from the epic Harry Potter movies. It's a game of teamwork - with a competitive twist! Sometimes you'll work together and other times answer alone, but you'll wager your points every time! How much you wager will depend on how well you know the pictures on the card, before you hear the question! Along the way are guess-my-answer questions that reveal how much you know about the other players!

RVN 60001631.....\$25.99

**SCOTLAND YARD JUNIOR**

Where is Mister X? Again and again, the renown criminal Mister X outsmarts the Scotland Yard detectives as they chase after him through the streets of London. If he is able to escape them nine times, he wins the game. But, if the detectives manage to catch him three times, they will win.

RVN 22289.....\$19.99

**SICK & TWISTED CHARADES**

Charade what!? Split into teams and face off in a raucous game of charades! Guess the saucy, suggestive, and downright obscene clues in order to score. Or stick it to your rivals with challenging twists to make them suffer. Be sure to peg your opponents with the foam ball when their time is up, or they'll never stop! This rude, rowdy party game will get your mind in the gutter and your friends rolling on the floor!

RVN 60001622.....\$29.99

**SPORKS**

Think fast before you pass! Dig into a fast-passing card game full of delicious decisions. Choose which food to collect and race to get as many as you can. But stay sharp! You'll also need the right Spork to win. The Wild spork gives you the edge, but will you be quick enough to grab it?

RVN 60001718.....\$12.99

**SUSPICION**

You're invited to a masquerade party at the estate of art collector Baron Whitetooth. Little does he know, you're a world-class jewel thief. And you are not alone. Keep your identity a secret as you maneuver through the mansion pocketing priceless gemstones. Observe the other guests and use deduction to unmask the other crooks before they catch you.

RVN 60001511.....\$24.99

WOODLANDS

Can you guide your Hero on the right path? In four Fable-ous fairy tales, you need to be swift and smart when you lay a path through the haunted forest. Use the 20 action-packed overlays to find out how the story ends. Will King Arthur find his sword? Will Little Red Riding Hood escape the Big Bad Wolf? Will Robin Hood defeat the Sheriff? Use your clever strategy to lead the Heroes on the path to happily ever after!

RVN 26789-7.....\$39.99

**YA BLEW IT!**

Dig deep in the card deck to mine for gems but be careful, other prospectors may try to steal your claim! It's explosive push-your-luck fun with every suspenseful roll of the dynamite dice!

RVN 60001762.....\$19.99

REAPER MINIATURES**DARK HEAVEN****ARMORBACK BARBARIAN
(ANKYLOSAURUS)**

RPR 03876.....\$9.79

**BLACKTOOTH SAVAGE
(TYRANNOSAURUS)**

RPR 03877.....\$13.49

**BLOODCREST SMASHER
(PARASAUR)**

RPR 03875.....\$9.79

**FRUELLA, DREAMERE
MERCENARY**

RPR 03872.....\$6.99

**SERENA, DREAMERE ROGUE**

RPR 03873.....\$6.99



**SKYWING STORMCALLER
(PTERANODON)**

RPR 03878\$9.29



**THUNDERFOOT DEFENDER
(TRICERATOPS)**

RPR 03874\$16.49



TOSCA, DREAMERE HAG

RPR 03871\$6.99

DUNGEON DWELLERS



STITCH THIMBLETOE, HALFLING THIEF

RPR 07004\$9.49

RED RAVEN



HAVEN

The mystical forest has been home and haven to beasts, spirits, and forgotten gods for thousands of years. While the Forest Guardian slumbers, a nearby human village has grown into a city, a monster of iron and furnaces, hungry for the resources of the forest. Can the forest creatures discover enough potent lore to defend their ancient home from the ravenous city? Or will the city use this lore to power their machines and turn the forest against itself? The battle for Haven begins! Scheduled to ship in August 2018.

RVM 019\$24.95

NEAR AND FAR: AMBER MINES EXPANSION

Explore the vast underground with new Amber Mine cards. Visit updated buildings, including new actions at the Mine, Mystics Hut, and General Store. Scheduled to ship in July 2018.

RVM 018\$24.99



RENEGADE GAME STUDIOS



CIRCUS PUPPY

Circus Puppy, the greatest show around, is coming to you! Help these dogs stack, balance, and leap their way into your hearts in this quick-playing dexterity game. Its the most popular circus in Animal City! Theyve got all sorts of dogs, like French Bulldogs, Corgis, Huskies, and Shiba Inus. The show is about to start, but some of the dogs go lost chasing a butterfly! Seems like Dogee, their leader, has no choice but to let rookies go on the stage with the senior dogs. Will these stunk pups perform a great show for you? Scheduled to ship in July 2018.

RGS 00822\$20.00



GUNKIMONO

In war-torn feudal Japan, the soldiers are restless. The endless battles, betrayals, and broken promises have the soldiers questioning where their loyalties lie. Meanwhile, the daimyo are strategizing, marshaling their troops, and erecting strongholds to bolster the strength of their armies, all in pursuit of honor and ultimate victory. In Gunkimono, players take on the roles of these daimyo, plotting their military advances across the countryside. Each new squad of troops yields victory points, but you may decide to forego these points and save up for your stronghold instead. All the while, you need to keep an eye on your opponents, so that their forces do not grow too large and expand at your expense. Scheduled to ship in August 2018.

RGS 00829\$40.00



KIDS ON BIKES RPG: DICE SET

Scheduled to ship in May 2018.

RGS 00824\$15.00



KIDS ON BIKES RPG: POWERED CHARACTER DECK

Kids on Bikes is a Collaborative World Building RPG set in small towns with big adventures. Using stats like GRIT, CHARM, FIGHT, FLIGHT, BRAINS and BRAWN, youll jump into the action quick to begin your mystery in the making. Players can even introduce a Powered Character into their game which is shared among the entire group! This deck of cards will give you a set of traits to assign to your Powered Character as they come into the game! Scheduled to ship in May 2018.

RGS 00825\$15.00

OFFERED AGAIN



O/A EXPLORERS OF THE NORTH SEA

Set in the latter years of the Viking Age, players in Explorers of the North Sea are ambitious sea captains seeking out new lands to settle and control. They'll need to transport their crew among the newly discovered islands to capture livestock, construct outposts, and fulfill various other goals. So ready the longships, there's new horizons to explore!

RGS 00586\$50.00



O/A RAIDERS OF THE NORTH SEA: FIELDS OF FAME

In Raiders of the North Sea: Fields of Fame, enemy jarls have joined forces to help defend against the onslaught of raids on their settlements. But despite their threats, there's fame awaiting those who seek to kill or subdue them. Encountering a jarl is sure to bring injury, but now is no time for the faint-hearted. Onwards to the battlefield!

RGS 00588\$35.00



O/A RAIDERS OF THE NORTH SEA: HALL OF HEROES

In *Raiders of the North Sea: Hall of Heroes*, a mead hall has been constructed, attracting a new breed of adventurers. Each raid brings new quests for the daring to endure. But with mead in abundance, there's little room for the wary. So sharpen your axe and ready your shield, there are new adventures awaiting!

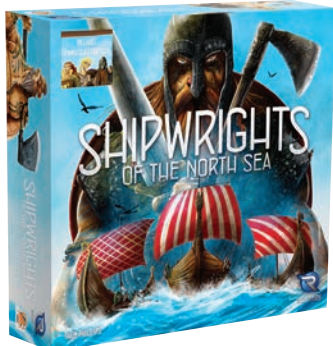
RGS 00589\$35.00



O/A SABORDAGE

The famous pirate Blackbeard has summoned you to his deathbed and entrusts you with his dearest secret: the location of his hidden treasure! But the old rascal played one last trick on you by also revealing the location to every renowned pirate on the seven seas! The race is on *Sabordage*! But, in order to reach the treasure you need a ship, sturdy and fast. Except everyone has the same idea and the battle already rages in the harbor before the ships have even been completed!

RGS 00800\$35.00



O/A SHIPWRIGHTS OF THE NORTH SEA

Set in the early years of the Viking Age (circa 900 AD), players in *Shipwrights of the North Sea* portray Viking shipwrights competing to build the greatest fleet on the North Sea. Players must collect oak, wool, and iron, as well as get other craftsmen on board to help. As you would expect, the township is filled with an array of characters, bad and worse. Better hope they're on your side!

RGS 00587\$50.00

RESTORATION GAMES



DINOSAUR TEA PARTY

Dinosaur Tea Party is a thorough reimagining of *Whosit?*, the 1967 identity-guessing game. Each player is a dinosaur with a hidden identity. Players take turns asking each other questions to figure them out. The first player to deduce everyone's name wins the game and is sure to be invited back for Sunday supper. Scheduled to ship in August 2018.

REO 9005\$19.95

ROXLEY GAMES

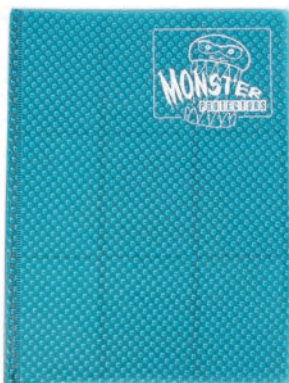


BRASS: BIRMINGHAM (STAND ALONE)

New canal/rail scoring, three new industry types include Breweries, Potteries and Manufactured goods. Scheduled to ship in August 2018.

ROX 402\$59.99

SCS DIRECT



MONSTER TRADING CARD

ALBUM: HOLOFOIL

4 POCKET AQUA BLUE

SDI 4ABH-699PI

4 POCKET HIGHLIGHTER YELLOW

SDI 4HHY-682PI

9 POCKET AQUA BLUE

SDI 9ABH-675PI

9 POCKET HIGHLIGHTER YELLOW

SDI 9HHY-668PI

SMIRK AND DAGGER



BEFORE THERE WERE STARS

Open this box, and join the storytellers of old. *Before There Were Stars* is a storytelling game where each player tells the mythic creation story of 'their people'. Inspired by Constellation cards, players craft tales about the creation of the world, the origins of civilization, the rise of their great hero, and an end of days. Scheduled to ship in August 2018.

SND 1002\$39.99

SOLARFLARE GAMES

ROBOTECH: FORCE OF ARMS CARD GAME

Will you attempt to capture the SDF-1, recover the secrets of Protoculture and destroy the Earth? Can you protect the SDF-1 and defend the Earth from the assault of The Zentraedi? *ROBOTECH: Force of Arms* is a two player strategic game where the players take on the roles of the brave RDF (Robotech Defense Force) and their galactic nemesis, The Zentraedi. Gain battle supremacy by maneuvering your warships and deploying mecha. Victory points are accumulated by defeating the enemy ships and protecting your own. You will utilize fearless heroes and dynamic commands to protect your forces and annihilate the opposition. Scheduled to ship in July 2018.

SRF 0600\$19.85



SPIELBOX



SPIELBOX MAGAZINE ISSUE #1 2018

Germany's premier game publication. In addition to the normal features and interviews, this issue will include a new card for *Altipano*. Scheduled to ship in June 2018.

SPB 20181\$11.99

SPINMASTER

5-MINUTE DUNGEON

5-Minute Dungeon is a chaotic, cooperative, real-time card game in which players have only five minutes to escape the randomized dungeon. Communication and teamwork are critical to survival because there's no time to form a carefully considered plan - and no predicting what dangers lie ahead. In more detail, players assume the role of one of ten heroes, each with special cards and abilities. Once the five-minute timer starts, the race is on to defeat all the monsters inside the dungeon.

SPN 6039196\$19.99



STEVE JACKSON GAMES

SPOTLIGHT ON



MUNCHKIN COLLECTIBLE CARD GAME: FASHION FURIOUS BOOSTER DISPLAY (24)

Every *Munchkin Collectible Card Game* booster has 12 random cards, including at least one rare card, so players can build their own decks to surprise their opponents! Scheduled to ship in August 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
SJD 4506-D\$94.80



MUNCHKIN COLLECTIBLE CARD GAME: INTRODUCTORY SET

The *Munchkin Collectible Card Game* combines the strategy and one-on-one combat of collectible card games with the silly humor for which *Munchkin* is known. This *Introductory Set* is a great starting point for new players and will give experienced CCG fans more options to use when building their decks. Scheduled to ship in July 2018.
SJD 4510\$29.95



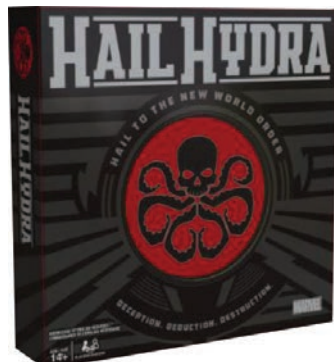
MUNCHKIN COLLECTIBLE CARD GAME: PHAT PACK

Opponents won't know what hit them in the *Munchkin CCG Phat Pack*! The Pack includes three *Munchkin CCG* core boosters, one *The Desolation of Blarg* booster, and one *Fashion Furious* booster - so players are guaranteed to receive at least five rare or better cards for their collections! Also contains two NEW exclusive alternate art cards (out of a possible 12)! Scheduled to ship in August 2018.
SJD 4511PP\$19.95



5-MINUTE MARVEL

The Marvel version of the chaotically fast-paced cooperative card game *5-Minute Dungeon* that lets your group of Marvel heroes battle past Marvel bosses all in less than five minutes! Scheduled to ship in August 2018.
SPN 34321\$24.99



MARVEL HAIL HYDRA

The social deduction game that lets you defeat Marvel villains as you try to identify the hidden HYDRA agents! Scheduled to ship in August 2018.
SPN 34320\$29.99



SANTORINI

The objective is simple: Be the first player to build, block, and climb your way to the top of a tower three stories high. Sounds easy? Not so fast! *Santorini* requires tactical maneuvering and retains novelty with the addition of extra powers via "god" cards. With thousands of possibilities and unlimited replay value, each round of *Santorini* is exciting and new!
SPN 6039848\$29.99



SANTORINI GOLDEN FLEECE EXPANSION

The perfect complement to your *Santorini* game, the *Golden Fleece Expansion* provides more depth of play with Golden Fleece totem, decorative ocean board, additional god power cards, and more! Scheduled to ship in August 2018.
SPN 6042116\$14.99

STEAMFORGED GAMES



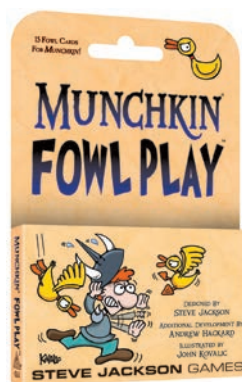
DARK SOULS: ASYLUM DEMON EXPANSION

SFL DS-011pi



DARK SOULS: DARKROOT EXPANSION

SFL DS-006PI



MUNCHKIN: FOWL PLAY

The quackery continues with *Munchkin Fowl Play*! John Kovalic loves drawing ducks and other birds, so Steve wrote an assortment of duck, chicken, and turkey jokes. This means that *Munchkin* fans get all the poultry puns their hearts desire with this mini-expansion! Scheduled to ship in August 2018.
SJD 4263\$5.95



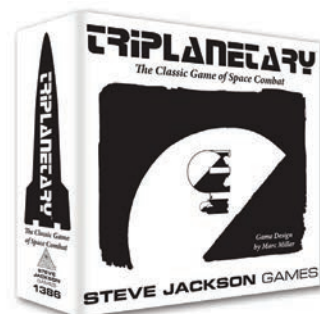
GUILD BALL FALCONER'S GUILD: DAUGHTER OF FALCONS

SFL BFAL-001PI



GUILD BALL FALCONER'S GUILD: DICE PACK

SFL BFAL-002PI



TRIPLANETARY

Triplanetary was first released more than 40 years ago (originally designed by Marc "Traveller" Miller), and now Steve Jackson has revived it for the new generation! Using a vector movement system, players can race between planets, mine the asteroid belt, defend humanity from the alien menace, raid merchant ships ripe for piracy, and much more. Two, three, and four or more players will enjoy adventuring in the solar system with *Triplanetary* - the classic game of space combat! Scheduled to ship in August 2018.
SJD 1386\$49.95



OGRE: BATTLE BOX

This box has everything two players need to engage in exciting futuristic combat, including miniatures, scenarios, a huge map of battlefield terrain, and the most complete set of rules for *Ogre* published to date. Scheduled to ship in July 2018.

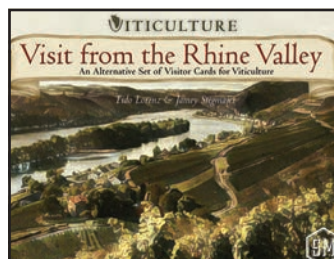
SJG 10-7007.....\$79.95

STONEMAIAER GAMES

VITICULTURE: VISIT FROM THE RHINE VALLEY EXPANSION

You have new visitors! This expansion for *Viticulture* provides you with a new set of visitor cards, which focus less on victory points and more on the wine business itself. These cards have their own unique backs, as they must be played without other visitor cards from *Viticulture*, *Tuscany*, and *Moor Visitors*.

GTG STM108.....\$20.00



TERRAFORMING MARS: PRELUDE EXPANSION

As the mega corporations are getting ready to start the terraforming process, you now have the chance to make those early choices that will come to define your corporation and set the course for the future history of Mars - this is the prelude to your greatest endeavors! *Prelude* is an expansion to *Terraforming Mars*, and can be combined with any other *Terraforming Mars* expansion or variant. Scheduled to ship in August 2018.

SHG 7202.....\$19.95



PAPER TALES

Experience centuries of fantasy kingdoms in *Paper Tales*! Transform characters and buildings in each period based on your developments and the age of your heroes. Write a new legend of the rightful ruler who brought unity to the rival kingdoms! Each turn, players draft units that they recruit into their kingdom. Units determine the players ability to shine in battle, generate income, construct buildings, and earn legend points. New units need to be drafted as your units grow older using the games unique Unit Aging System! Build a comprehensive strategy, adapt the shape of your realm according to opportunities, and make history in *Paper Tales*! Scheduled to ship in July 2018.

SHG 6019.....\$44.95



STRONGHOLD GAMES



DUNGEON RUSH

In *Dungeon Rush*, players are adventurers rushing through a perilous dungeon to root out evil, earning gold and improving their abilities along the way. Are you brave and strong enough to face the Dungeon Lord and the Dragon?

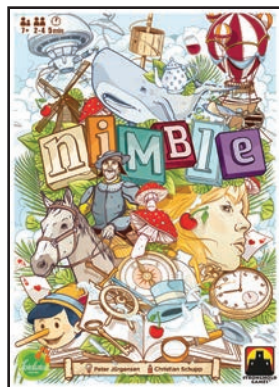
SHG 6011.....\$24.95



FIST OF DRAGONSTONES: TAVERN EDITION

Fist of Dragonstones: Tavern Edition is a closed-fist, bidding game. Players try to outwit their opponents by using gold and magic coins to buy control of an ever-changing cast of enchanted character cards. The powers from those characters help collect valuable Dragonstones, lend their magical powers, help foil other players, and convert Dragonstones into victory. Scheduled to ship in August 2018.

SHG 2014.....\$49.95



NIMBLE

In *Nimble*, everyone plays cards simultaneously from their hands. Players attempt to match the color of the card backgrounds in their hands to the target colors on the cards in the center. Players do this as fast as they can, and the first player to play all of their cards to the center is the winner! *Nimble* takes you through 6 classics of literature: *Alice in Wonderland*, *Moby-Dick*, *Around the World in 80 Days*, *The Adventures of Pinocchio*, *Don Quixote*, and *The War of the Worlds*. Scheduled to ship in July 2018.

SHG 6021.....\$19.95

THAMES & KOSMOS



DROP IT

This colorful, inventive family game is easy to learn but deceptively mind-boggling! One at a time, each player drops a shape into the vertical game boards drop zone. Players earn points for the highest level that their shape reaches when it lands and extra points for touching bonus circles. But be careful! Don't break a landing rule! The shape you dropped is not allowed to touch matching shapes or colors after it lands. If you break a landing rule, you will go away empty-handed.

TAK 692834.....\$29.95



EXIT: THE GAME DEAD MAN ON THE ORIENT EXPRESS

A classic tale of murder on the Orient Express, reimagined. The culprit of a grisly crime is still on board your train. It's a race against time to piece the clues together before the train reaches its destination. The case is perplexing, and you must solve it quickly so the assailant does not escape.

TAK 694029.....\$14.95



EXIT: THE GAME THE SUNKEN TREASURE

Setting sail for dangerous waters, you embark on a treacherous quest for the legendary treasure of the Santa Maria. While investigating a mysterious shipwreck, something goes terribly wrong and you are trapped deep underwater! Can you solve the riddles of the wreck and recover the treasure before your time is up?

TAK 694050.....\$14.95

STEVE JACKSON GAMES

MUNCHKIN[®]

COLLECTIBLE CARD GAME

Designed by Eric M. Lang and Kevin Wilson

FASHION FURIOUS[™]



If you got it, flaunt it!

MunchkinCCG.Game

🐦 📷 📘 | #PlayMunchkinCCG

Visit Steve Jackson Games in Room C150 at Origins to sign up for *Munchkin Collectible Card Game* events.

Not at Origins? Sign up at your game store!
sjgames.com/storefinder



1

Visit the Steve Jackson Games room at Origins.

2

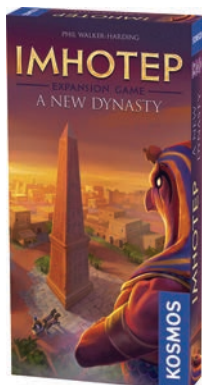
Learn about the *Munchkin Collectible Card Game*!

3

Get a FREE *Jumbo Die*.



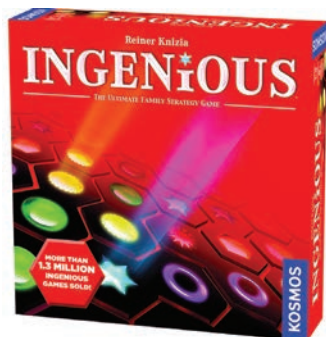
Surrender this coupon for one die while supplies last.



IMHOTEP: A NEW DYNASTY EXPANSION PACK

You have shown yourself to be worthy, and have been selected to lead future building projects. Can you prove your skill once again? In the market, there are new tools to support you in your work. Even the Egyptian gods are paying attention to your achievements! They are ready to reward you, if you are able to predict your building plans with accuracy. But if you fail, you will be punished. With new building site boards, new market cards, and much more, this expansion yields 1,024 playing variations in combination with the base game.

TAK 694067\$24.95



INGENIOUS

Ingenious is an abstract tile-placement game in which the players take turns placing tiles in the shape of two connected hexagons into a hexagonal grid on the board. The game includes 120 domino-style tiles, each consisting of two hexagons connected along one side. Each hexagon has one of six colored symbols in it, with most tiles having two different colored symbols and some having two of the same colored symbol. This highly awarded, international bestseller has been redesigned with a plastic board.

TAK 696116\$39.95



LEGENDS OF ANDOR: DARK HEROES (EXPANSION PACK)

Four unconventional heroes and heroines are called upon to help the Andori: Darh, the summoner of the mighty bone-golems; Forn, the strong half-skral; Leander, the shadowy seer, and Drukil, the werebear — a shape-shifter who can turn into a huge bear. But these complex heroes don't only offer advantages; they can also become a threat to your group.

TAK 692841\$24.95



TARGI

A Targi is a male member of the Tuareg people, who live in the Sahara desert. As tribe leader, you will be trading dates, salt, and pepper to obtain coveted gold coins and advantages. There are many choices to consider. But don't wait too long, the desert is harsh and you might miss an opportunity to make a deal. In the next round, a completely different set of offerings will be on the table. These in turn bring advantages during the game and victory points at the end. You can win only if you plan shrewdly and always keep some gold in your pocket.

TAK 691479\$19.95

TIPTOP THINGS



AIR DECK

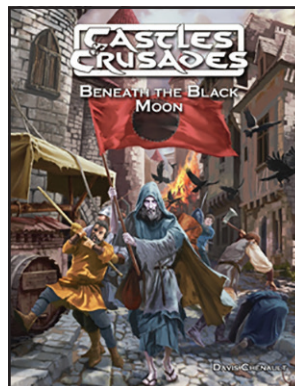
Air Deck is the ultimate playing cards for travelers. These professional grade cards handle very well, takes up little space and fits easily into your pocket. *Air Deck* is incredibly resistant to abuse and is 100% waterproof. Scheduled to ship in August 2018.

BLACK TPT 2306\$8.95

RED TPT 2320\$8.95

WHITE TPT 2313\$8.95

TROLL LORD GAMES



CASTLES & CRUSADES: BENEATH THE BLACK MOON ADVENTURE MODULE

The Celebration begins with the unfurling of the Banner of the Black Moon. Delivered to the streets of Bergholt by the gods, the Banner is raised high and paraded through streets and alleys for all to see. Everyone dons mask and cape, lights fires and burns incense, imbibes and enjoys a bacchanalia, only to be followed by deeds of heinous nature, murder most foul in dark alleys, killings and slaughter abound such that the night ends in dread and terror. What brings the Black Moon? Scheduled to ship in July 2018.

TLG 80921\$19.99



5TH EDITION ADVENTURES: C2 - SHADES OF MIST

Upon the slopes of the long bluff of Loretta's Agony lie the ruins of Aliegat. Long ago, it was home to devotees of the Og-Aust, the Frog Gods. Their religious house thrived like no other. It bore the fruit of wealth and the knowledge of the world before the turmoil of war and plague, before even the coming of the kings and the rule of the bastard gods. Now beneath the shades of the willow trees, along the course of the Mistbane's tributaries only the shadows of memories remain. Plunge into the depths of the Darkenfold and explore the mysteries beyond the green. Scheduled to ship in July 2018.

TLG 19319\$9.99

ULISSES-SPIELE



THE DARK EYE: AVENTURIA ADVENTURE CARD GAME - TEARS OF FIRE EXPANSION

After a difficult climb, the heroes finally reached their objective: a cave that had once been home to an invincible monster and its fabled riches. The cavern appeared to be uninhabited. Then three mighty heads loomed out of the darkness, and a deep rumbling shook the mountainside... *Tears of Fire* introduces a new, customizable monster and a new style of play for the *Aventuria Adventure Card Game*. PZO ULIUS25536E\$34.99

THE DARK EYE RPG: THE ANDERGASTAN GRAPHIC NOVEL

When several mutilated bodies turn up near quiet villages, locals are reminded of a raider known as the Black Andergastan, who murdered at will in the kingdom of Nostria many decades ago. A young knight named Leandro of Arvun follows the bloody trail, but the evidence doesn't add up. Are these nefarious deeds the acts of a depraved yet mortal human, as Leandro suspects, or has the Black Andergastan returned from the grave? This exciting graphic novel is set in *Aventuria*, the richly detailed, ENnie Award-winning setting of *The Dark Eye Roleplaying Game*. PZO ULIUS25559E\$24.99



THUNDERWORKS GAMES



ROLL PLAYER: MONSTERS & MINIONS EXPANSION

In *Roll Player: Monsters & Minions*, not only do players compete to construct the greatest fantasy characters, they must also gather information about the monstrous threat looming, and prepare for a final showdown against the beast. This expansion adds a fifth player, a combat system, and many more options to build characters including new races, backstories, classes, alignments, traits, weapons, skills, and all-new scrolls. Scheduled to ship in June 2018.

TWK 2002\$49.95



THE DARK EYE RPG: PAWNS SET

This set contains six punchboards with 120 pawns depicting characters and monsters from the world of the *Dark Eye* Roleplaying Game. Your *Dark Eye* adventures are full of companions to embrace, foes to battle, and wonders to behold. With this beautifully illustrated *Pawns Set*, the most magical and the vilest of creatures and enemies step right out of legend and onto your gaming table. Immerse yourself in the ENnie Award-winning setting of *The Dark Eye Roleplaying Game* with these full-color pawns.

PZO ULIUS25533E.....\$24.99



TORG ETERNITY RPG: CHARACTER JOURNAL PACK

The *Torg Character Journal Pack* contains a tear-pad of 50 standard character sheets, great for quickly creating new characters or important personalities for the your *Torg Eternity* campaign. It also contains eight extended four-page character sheets. Each of these sheets has space for tracking advancement, recording the places the Storm Knight has visited, and important enhancements like spell details or vehicle statistics. Each of the eight sheets is themed for a different cosm, giving your Storm Knight a unique presence on the table!

PZO ULIUNA10010.....\$14.99

ULTRA PRO INTERNATIONAL

MAGIC THE GATHERING

Scheduled to ship in May 2018.



BANESLAYER WALL SCROLL

UPI 86771.....PI



BATTLEFIELD 2018 2-PLAYER PLAY MAT (24X24)

UPI 86853.....PI



BATTLEFIELD 2018 SINGLE PLAYER PLAY MAT (24X13.5)

UPI 86852.....PI



BLACK LOTUS WALL SCROLL

UPI 86769.....PI



JACE THE MIND SCULPTOR WALL SCROLL

UPI 86770.....PI



LOTUS COBRA WALL SCROLL

UPI 86772.....PI

MAGIC THE GATHERING

Scheduled to ship in June 2018.



BLACK LOTUS DECK PROTECTOR SLEEVES (100)

UPI 86838.....PI



BLACK LOTUS LIFE PAD

UPI 86844.....PI



BLACK LOTUS PLAY MAT

UPI 86840.....PI



BLACK LOTUS PRO 100+ DECK BOX

UPI 86839.....PI

BLACK LOTUS TREASURE NEST

UPI 86843.....PI



OPUS ILLUMINATED CARD CHEST: CODEX

Scheduled to ship in May 2018.

UPI 85533.....PI

OPUS ILLUMINATED CARD CHEST: DRAGONHIDE

Scheduled to ship in May 2018.

UPI 85532.....PI

POKÉMON

Scheduled to ship in May 2018.



ULTRA BALL 2IN ALBUM

UPI 85460.....PI

ULTRA BALL PORTFOLIOS

4-POCKET

UPI 85461-P.....PI

9-POCKET

UPI 85462-P.....PI



ULTRA BALL 9-POCKET PRO-BINDER

UPI 85463.....PI



ULTRA BALL FULL VIEW DECK BOX

UPI 85457.....PI



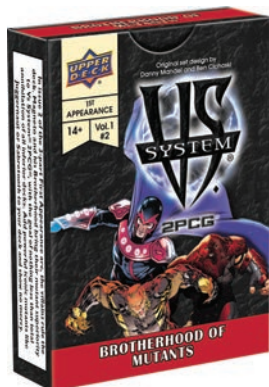
ULTRA BALL STANDARD DECK PROTECTOR SLEEVES (65)

UPI 85459.....PI

ULTRA BALL PLAY MAT

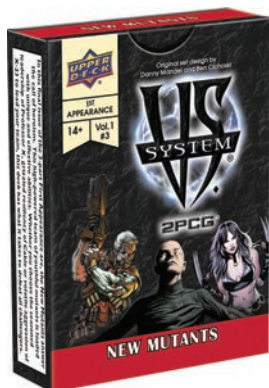
UPI 85458.....PI

UPPER DECK


**VS SYSTEM 2PCG:
BROTHERHOOD OF MUTANTS**

VS System Brotherhood brings 55 new cards to the game with the second Issue of the First Appearance Arc! This expansion adds the new Brotherhood of Mutants team to players along with tons of new characters!

UDC 89542..... PI


VS SYSTEM 2PCG: NEW MUTANTS

VS System Brotherhood brings 55 new cards to the game with the second Issue of the First Appearance Arc! This expansion adds to the existing X-Men team with some new and interesting characters and mechanics that set the New Mutants apart!

UDC 89544..... PI

USAOPOLY


DEADPOOL VS THE WORLD

USO PA011464..... PI

PRIVACY

Scheduled to ship in May 2018.

USO PV124539..... PI


**DESTINY GUARDIAN FIRETEAM
1000 PIECE PUZZLE**

Scheduled to ship in May 2018.

USO PZ119558..... PI


**FANTASTIC BEASTS THE SEARCH
1000 PIECE PUZZLE**

Scheduled to ship in June 2018.

USO PZ010526..... PI


**THE GOLDEN GIRLS TRIVIAL
PURSUIT**

Scheduled to ship in May 2018.

USO TP118506..... PI


THE NIGHTMARE BEFORE CHRISTMAS 25TH ANNIVERSARY MONOPOLY

Scheduled to ship in June 2018.

USO MN004261N..... PI

VAN RYDER GAMES


THE BIG SCORE

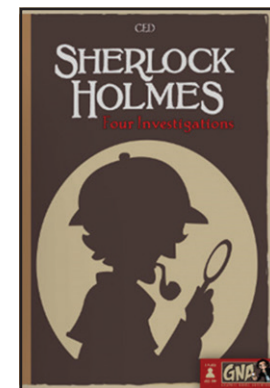
The vault at Centennial City Bank is currently rumored to be holding a record amount of cash, precious diamonds, ancient artifacts, and highly-sensitive digital information. As the boss of one of the city's most notorious crime organizations, robbing that vault for all it's worth is constantly on your mind. There's only one problem — this job is too big for just your crew alone. You're going to need help from some of your biggest rival crime bosses if you want to succeed. Hire your crew, plan the heist, and get ready for the big score! Players risk being busted by the cops as they steal even more loot in an exciting, press-your-luck grand finale inside the vault at Centennial City Bank! Scheduled to ship in August 2018.

VRG 008..... \$49.99


**GRAPHIC NOVEL ADVENTURES:
LOUP GAROU**

In *Loup Garou*, you play the role of a new werewolf trying to figure out how to control your transformations while uncovering the cause of some strange occurrences in the local town. Featuring a unique combat system and the ability to level up and gain new skills, this book is sure to keep you busy for hours on end! Scheduled to ship in June 2018.

VRG GNA03..... \$22.99


**GRAPHIC NOVEL ADVENTURES:
SHERLOCK HOLMES**

In *Sherlock*, you play the role of Dr. Watson or Sherlock Holmes himself with the task of solving four different, yet somehow connected, investigations. This game book features a unique interrogation system and an innovative way to check your guess without revealing the solutions, so you can play over and over until you solve the cases correctly! Scheduled to ship in June 2018.

VRG GNA05..... \$22.99


**GRAPHIC NOVEL
ADVENTURES: CAPTIVE**

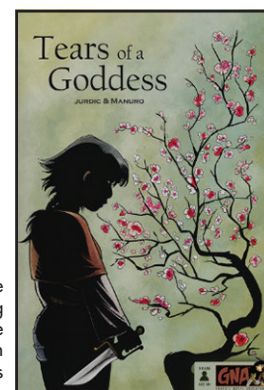
In *Captive*, you play the role of a cop whose daughter has been taken for ransom. You show up at a mysterious mansion in the country with your gun and the ransom note in hand, determined to find and rescue your daughter... and maybe get some answers in the process. Filled with exploration, puzzles, riddles, and more, *Captive* will hold you captive with its engrossing story and excellent gameplay. Scheduled to ship in June 2018.

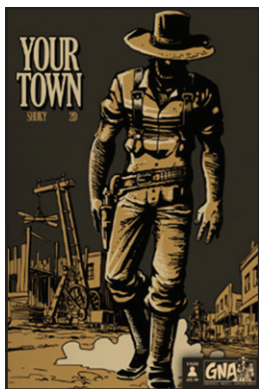
VRG GNA01..... \$22.99

**GRAPHIC NOVEL ADVENTURES:
TEARS OF A GODDESS**

In *Tears of a Goddess*, you play the role of a Chinese bounty hunter looking to make some cash by finding the stolen "tears of Nuwa" for the town leader. Choose to be a thief, a master of disguise, or to be skilled with thrown weapons and set out to find the thieves in this intriguing adventure. Scheduled to ship in June 2018.

VRG GNA02..... \$22.99





GRAPHIC NOVEL ADVENTURES: YOUR TOWN

In *Your Town*, you play the role of the new mayor of a small western town. Will you perish at the hands of outlaws? Or will you lead the town to prosperity? Find out in this unique experience with its unique game play and town building mechanisms. Scheduled to ship in June 2018.

VRG GNA04.....\$22.99



SALOON TYCOON: THE RANCH EXPANSION

Saloon Tycoon: The Ranch Expansion expands your *Saloon Tycoon* experience by adding a new ranch board for each player. Each turn, you earn a ranch point to be spent on developing your ranch. You can acquire horses and cow meeples, new tiles for your ranch board like the bunkhouse, new animal pens, and new rooms for your ranch home! New ways to score that supplement building out your saloon add a new dynamic to the game without being needlessly complicated. Scheduled to ship in August 2018.

VRG 105.....\$34.99

WARLORD GAMES

BOLT ACTION

Scheduled to ship in April 2018.



US ARMY JEEP WITH 30 CAL MMG

WLK 403213001.....PI



US ARMY JEEP WITH 50 CAL HMG

WLK 403213002.....PI

GATES OF ANTARES

Scheduled to ship in April 2018.



GHAZ OUTCAST REBEL STARTER ARMY

WLK 502415007.....PI

HAIL CAESAR

Scheduled to ship in March 2018.



SAXON HUSCARLS B

WLK 103013022.....PI

WIZKIDS/NECA



BUMUNTU

A common theme in African folklore is that animals are wise creatures who teach humans to do good and moral things. Based on the Bakongo culture of central Africa, you are a tribal leader seeking to befriend the animals. Trek through the jungle, follow the animals' guidance, and earn their favor. Be the tribal leader with the most favor and the animals will help bring your people to prosperity. Scheduled to ship in October 2018.

WZK 73141.....\$39.99



FEATURED ITEM



DC HEROCLIX: BATMAN THE ANIMATED SERIES BOOSTER BRICK (10)

Batman: The Animated Series was the Batman of a generation. Its consistently praised by critics, and was nominated for more than 20 awards during its run. More than 25

years later, it's still one of the top superhero cartoons of all-time. For the first time ever, these versions of your favorite *Batman* characters come to *HeroClix*! In addition to the heroes and villains of Gotham, fans will be delighted to learn that there are characters from *Justice League Unlimited*, *Batman Beyond*, and the *Super-Friends*! Scheduled to ship in August 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73165.....\$129.90



FEATURED ITEM



DC HEROCLIX: BATMAN THE ANIMATED SERIES DICE AND TOKEN PACK

The DC Comics *HeroClix: Batman The Animated Series Dice and Token Pack* contains two custom dice featuring a special icon to celebrate the release of the DC Comics *HeroClix: Batman The Animated Series Booster Brick*! The six action tokens are themed around versions of the ever-popular heroes and villains of Gotham from *Batman The Animated Series*. Scheduled to ship in August 2018.

WZK 73170.....\$9.99



FEATURED ITEM

DC HEROCLIX: BATMAN THE ANIMATED SERIES STARTER SET

The DC Comics *HeroClix: Batman The Animated Series Starter Set* includes two iconic superheroes from the Bat Family and four of Batman's most notorious enemies with all-new dials! This *Starter Set* features the namesake of the set, Batman, as well as his always trusty sidekick, Robin, both ready to take down crime in Gotham! Their malevolent counterparts include Catwoman, Harley Quinn, Poison Ivy, and the ever-sinister The Joker! Along with these six fantastic figures, this *Starter Set* includes everything a player needs to learn and start playing *HeroClix* today! Scheduled to ship in August 2018.

WZK 73167.....\$24.99



SPOTLIGHT ON


**DUNGEONS & DRAGONS
2018 ADVENTURE SYSTEM
BOARD GAME**

Following in the path of the other critically acclaimed D&D board games, the brand new 2018 Adventure System Board Game will feature multiple scenarios, challenging quests, and a plethora of adventures forming an incredible campaign. The 2018 Dungeons & Dragons Adventure System Board Game will include cooperative game play designed for 1-5 players. Scheduled to ship in August 2018.

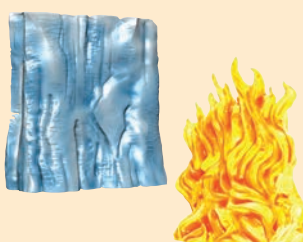
REGULAR EDITION

WZK 73590 \$79.99

PREMIUM EDITION

WZK 73591 \$159.99

SPOTLIGHT ON


**DUNGEONS & DRAGONS
SPELL EFFECTS: WALL OF
FIRE & WALL OF ICE**

There is magic in the air and spells are brewing! Spell assistance has arrived to help you on your greatest adventure yet with the newest product in the D&D Icons of the Realms line. This new set of pre-painted fantasy miniatures is sure to bring life to the table top or make a great addition to your Dungeons & Dragons collection! Scheduled to ship in July 2018.

WZK 73107 \$24.99

SPOTLIGHT ON


**DUNGEONS & DRAGONS
SPELL EFFECTS: ARCANIC FURY
& DIVINE MIGHT**

There is magic in the air and spells are brewing! Spell assistance has arrived to help you on your greatest adventure yet with the newest addition to the D&D Icons of the Realms product line. This new collection of pre-painted fantasy miniatures is sure to bring life to the table top or make a great collectible for your collection. Scheduled to ship in July 2018.

WZK 73047 \$24.99

SPOTLIGHT ON


FURY OF DRACULA 4TH EDITION

It is 1898. London has returned to peace for eight years following Count Dracula's thwarted plans, or so they thought... In *Fury of Dracula*, one player is Count Dracula secretly traveling the European countries, turning humans into vampires with his gruesome bite, and laying deadly traps for those hunting him. The Count's opponents are the Hunters who must find the bloodthirsty villain and destroy him before his undead thralls claim the night as their own. This WizKids print of the classic hidden movement vampire hunt includes a new and improved rule book; larger, poker-sized cards; and fully painted figures for Dracula and each of the Hunters. This updated and improved version of this thematic classic is a perfect addition to any board gamer's shelf! Scheduled to ship in July 2018.

WZK 73459 \$59.99



FEATURED ITEM


**MARVEL HEROCLIX: SECRET WARS -
BATTLEWORLD BOOSTER BRICK**

Explore uncharted territory with exciting characters from the Marvel Universe as you have never seen them before! Ranging from never-before-seen in HeroClix characters like Dino Thor and Destroyer Thor to fan-favorite Ultimate Thor (who was last seen in HeroClix almost 15 years ago)! There will be something for everyone in this booster set with plenty of brand new shared traits, new Battleworld themed teams, and more never-before-clixed characters like Erik Killmonger, Regent, and Viv Vision! Scheduled to ship in October 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73156 \$129.90

**MARVEL HEROCLIX: SECRET WARS -
BATTLEWORLD DICE AND TOKEN PACK**

The *Marvel HeroClix: Secret Wars - Battleworld Dice and Token Pack* contains 2 custom dice featuring a special icon to celebrate the release of the *Marvel HeroClix: Secret Wars - Battleworld Booster Brick*! The 6 action tokens are themed around Spider-Man, heroes, and villains from the Spider-Island domain! The *Marvel HeroClix: Secret Wars - Battleworld Dice and Token Pack* is a great way to enhance your HeroClix experience! Scheduled to ship in October 2018.

WZK 73161 \$9.99

MARVEL HEROCLIX: SECRET WARS - BATTLEWORLD FAST FORCES

Celebrate the release of *Marvel HeroClix: Secret Wars - Battleworld* with a new *Fast Forces* set featuring the Runaways. Get ready to run as The Runaways return to HeroClix with all-new dials and two never-before-clixed Runaways characters in Alex Wilder and Klara Prast! Also find core Runaways characters under their original codenames including Lucy in the Sky, Princess Powerful, Sister Grimm, and Talkback! Scheduled to ship in October 2018.

WZK 73158 \$16.99

SPOTLIGHT ON


**PATHFINDER BATTLES:
KINGMAKER BOOSTER
BRICK (8)**

Kingmaker follows the lead of popular *Pathfinder Battles* sets like *Jungle of Despair* to provide a legion of high-utility monsters and heroes suitable for any fantasy role-playing campaign. From the disciplined Oni Mage to the deadly Soul Gorgor and a special visit from Jaethal an Elf Inquisitor with a dark reputation. Make sure to keep an eye out for the rare "dungeon dressing" inserts that add realism and fun to your fantasy gaming.

Kingmaker is packed with the adversaries your game is looking for. Scheduled to ship in October 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73136 \$127.92



FEATURED ITEM

STAR TREK ATTACK WING: FACTION PACKS

Star Trek: Attack Wing Faction Packs includes four pre-painted plastic ships with cards, token sheets, dial connector pieces, bases, and pegs to accompany them. All the cards and tokens in this faction pack are brand new and will allow a player to field a never-before-seen fleet right out of the box.



NOT FINAL ART

BORG - RESISTANCE IS FUTILE WZK 73297	\$29.99
DOMINION - THE CARDASSIAN UNION WZK 73299	\$29.99
VULCAN - LIVE LONG AND PROSPER WZK 73301	\$29.99



STAR TREK DEEP CUTS UNPAINTED SHIPS

Star Trek Deep Cuts Unpainted Miniatures come with one highly-detailed ship. Try your hand at creating your very own uniquely painted ships, or just take this remarkable chance to discover your favorite ships in a new light with these new *Star Trek Deep Cuts Unpainted Miniatures*! Whether they're being used for a game of *Star Trek: Attack Wing* or displayed on a shelf, *Star Trek Deep Cuts Unpainted Miniatures* are a sight to behold! Scheduled to ship in September 2018.

CARDASSIAN GALOR CLASS WZK 73582	\$5.99
CARDASSIAN KELDON CLASS WZK 73583	\$5.99
DKORA CLASS WZK 73588	\$5.99
EXCELSIOR CLASS WZK 73587	\$5.99
JEMHADAR ATTACK SHIP WZK 73581	\$5.99
JEMHADAR BATTLE CRUISER WZK 73580	\$5.99
MIRANDA CLASS WZK 73586	\$5.99
NX CLASS WZK 73585	\$5.99
VALDORE CLASS WZK 73589	\$5.99
VORCHA CLASS WZK 73584	\$5.99

WYRD MINIATURES

WYRDSCAPE: ASIAN RUINS



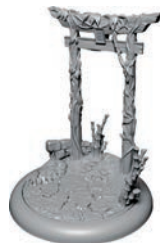
30MM
WYR WS010.....\$12.00



50MM ABANDONED SHRINE
WYR WS013.....\$10.00



40MM
WYR WS011.....\$12.00



50MM SHINTO GATE
WYR WS012.....\$10.00



50MM KOI BRIDGE
WYR WS014.....\$10.00

Z-MAN GAMES



FEATURED ITEM



CHOOSE YOUR OWN ADVENTURE: HOUSE OF DANGER

The classic *Choose Your Own Adventure* series comes to life in this new narrative adventure game. Will you survive the *House of Danger*? Gather your friends for a perilous and laughter-filled adventure through the *House of Danger* itself. Make risky choices, collect items as you explore, and face off against dire challenges. Play again and again to uncover more secrets and different endings! Scheduled to ship in August 2018.

ZMG CYA01	\$24.99
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FEATURED ITEM

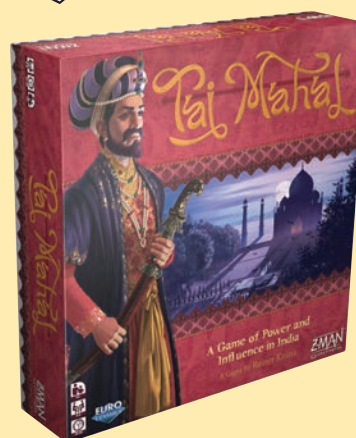
RACE TO THE NEW FOUND LAND

Daring sailors risk life and limb to journey across the vast Atlantic Ocean, discovering a giant island off the coast of North America: the New Found Land. Now, the mightiest nations of western Europe are competing for the riches of this new region as everyone scrambles to stake their claim. Your efficiency and ingenuity will be your greatest assets as you move settlers, sell valuable cargo, and discover new resources in the race to become the most influential power in this burgeoning new land. Scheduled to ship in July 2018.

ZMG ZH003.....	\$59.99
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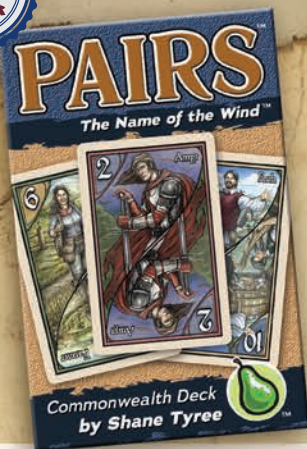
FEATURED ITEM



TAJ MAHAL

In *Taj Mahal*, players compete for the favor of the Grand Mogul and his entourage as they visit the provinces of India. Each visit presents a new opportunity to gain favor. This remastered version of *Taj Mahal* features elegant new art and pieces. Master the dance of intrigue and keep your opponents guessing while you make your move! Scheduled to ship in July 2018.

ZMG ZM010	\$49.99
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Cheapass Games Presents

Market Day

A New Pairs Game for 2 to 8 Players



Background: *Market Day* is a game about bringing your goods to market! Each hand a series of rounds in which some merchants will prosper, and some will struggle.

Market Day was inspired by the Commonwealth deck, but of course you can play it with any Pairs deck.

Players: 2 to 8.

Equipment: A Pairs deck and a way to keep score.

Setup: To start the hand, shuffle the deck and deal six cards to each player. Note the alternate rules for 2-3 players, below.

Sequence of Play: On each round, every player will play one card face up, going in turn to the left. On the first round, play begins on the dealer's left. On later rounds, play begins with the player who took the most points on the previous round. If this is tied, which is rare, then the same person leads the next round.

Generally, each card played in the round is worth its face value in points. However, if more than one card of the same rank are played, then the earlier ones are "spoiled" and only the last one scores. For example, if three 8's are played, only the last 8 can score.

There are also five special cards, described in the next column, which do not behave by these basic rules.

Rules for 2-3 Players: Players start with ten cards. Each player will play two cards on each round, so play proceeds twice around the table. Be sure to remember which cards were played in what order.

Special Cards:

Each of the following cards breaks the basic rules in its own way.

1: Tinker. At the end of the round, this card may trade places with any other card.

2: Knight. Before scoring, this card kills (discards) the highest scoring card. Knights cannot kill cards of rank 3 and lower. Playing a second Knight does not spoil the first, and they can each kill a card.

3: Royal. This card cannot be traded, killed, or spoiled. When you play a 3, you will always score it.

7: Rain. If only one Rain card is played, it spoils everything except Royals, including 1's and 2's. (The player who played the Rain does score the Rain card.) However, if more than one Rain card are played, treat them as ordinary 7's.

9: Bandit. The first bandit, not the last, is the card that scores. Bandits played after the first one are spoiled.

The round ends after all players have played one card. Before scoring, first remove any cards that are spoiled, and then check the other cards in the following order: **Royals**, then **Rain**, **Knights**, and **Tinker**.

The hand is over when all cards have been played. A full game is six hands, or one hand for each player, whichever is greater.

Do you love PAIRS?

So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at playpairs.com.

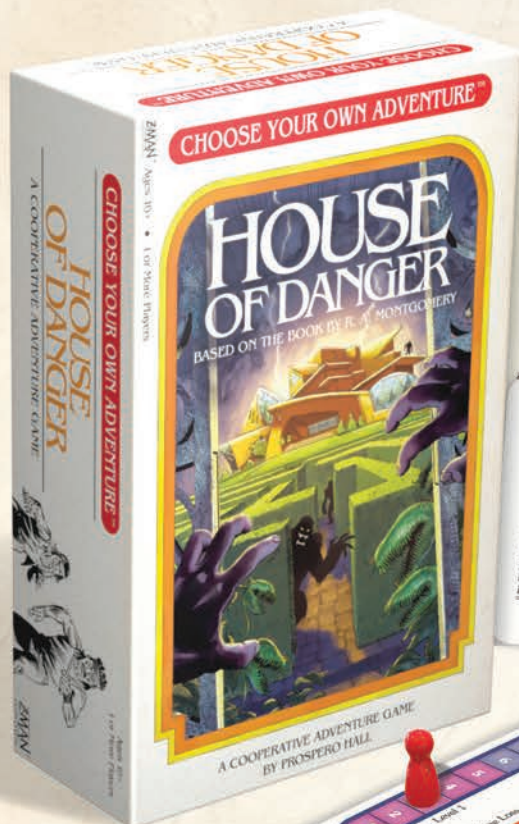
About the deck: The *Commonwealth* deck was the first Pairs deck, designed by James Ernest and Patrick Rothfuss using characters from Rothfuss' *New York Times* best-seller, *The Name of the Wind*. Ernest and Rothfuss also worked together on the beautiful abstract game *Tak*.



CHOOSE YOUR OWN ADVENTURE™

HOUSE OF DANGER

A COOPERATIVE ADVENTURE GAME



WILL YOU SURVIVE THE HOUSE OF DANGER?

Grab your friends for a perilous and laughter-filled narrative adventure game. Make risky choices, collect items as you explore, and face off against dire challenges. Play again and again to uncover more secrets and different endings. What will you choose?

CYA01 | \$24.99
House of Danger

ZManGames.com

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Z-MAN
games

ARISTEIA!

NEW EXPANSION FOR ARISTEIA!: SMOKE AND MIRRORS

AN ARTICLE BY ALBERTO ABAL & DAVID ROSILLO.

The line-up of available Characters for Aristeia! players grows with the release of its second expansion, "Smoke and Mirrors," where everything is more than meets the eye.

This expansion, released in May, presents four new aristos and adds a new State to the game, as well as a new type of terrain token.

Kozmo, a huge, remotely piloted robot, offers a unique combination of mechanical prowess and cute looks. Its pilot and designer is supposed to be Noriko Ayase, a 20-year-old genius engineer with a cheerful personality. But the truth is that the one who really pilots the killer robot is her younger sister, Yue. This autistic 9-year-old has a sadistic knack for combat but is still too young to meet the strict regulations imposed by the show.

Murtair, a bloodthirsty werewolf from Caledonia, has been a Dog Bowl sensation on his home world, Ariadna, and comes to the HexaDome looking for more victims to add to his list. What his millions of fans don't know is that he is trapped in his hybrid form because of a partially failed chemical experiment conducted to increase his performance on the field. The beast within has become harder and harder to control, and Murtair is afraid of eventually losing himself.

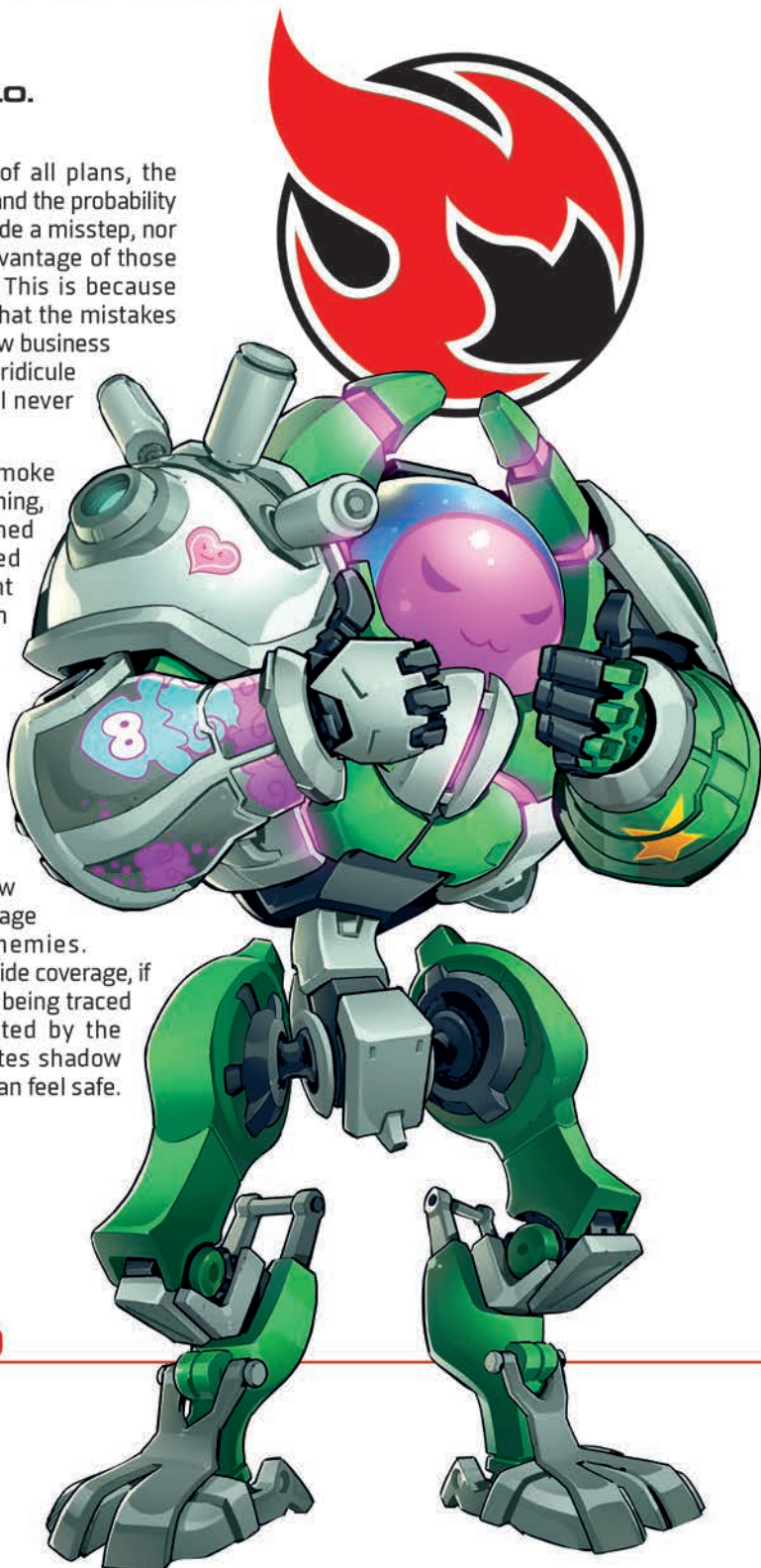
Padre-Inquisidor Mendoza is a lean warrior monk in combat armor whose official history placed him in the dangerous jungles of Paradiso. While he has never stepped into a real war, his acting and stunt skills help to maintain the lie, at least until he gets to jump to the A-list of mayafilms and live without the continuous risk of dying every week.

Tāowū, is the knower of all plans, the surfer of quantum foam and the probability waves. He has never made a misstep, nor has he failed to take advantage of those around him who have. This is because he is aware, firsthand, that the mistakes made in the world of show business are paid with the coin of ridicule and derision, and he will never go through that again.

The new state that "Smoke and Mirrors" brings, Burning, is similar to the Poisoned state with its deferred damage, but is different in that it continues, turn after turn, even if it fails to do damage. It is better to align a character with the ability to withdraw States or this new State could be really annoying.

Smoke is a new type of terrain token and is a new and powerful tool to manage who can see the enemies. Although it does not provide coverage, if it prevents the LoS from being traced through the box affected by the smoke sheet, it generates shadow zones where the allies can feel safe.

Kozmo



ARISTEIA! SMOKE AND MIRRORS

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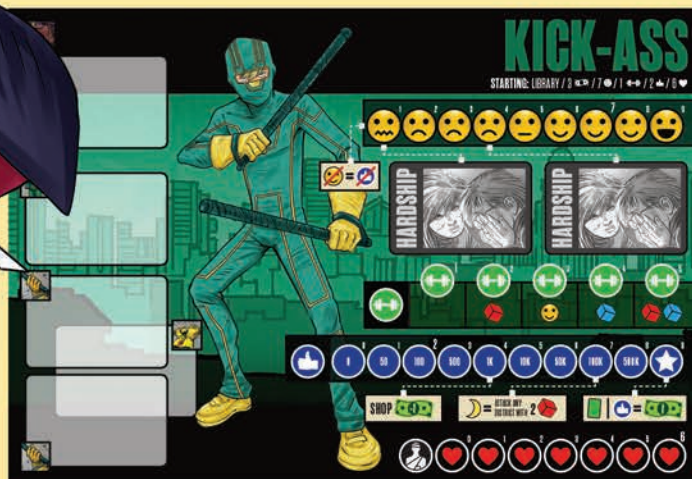
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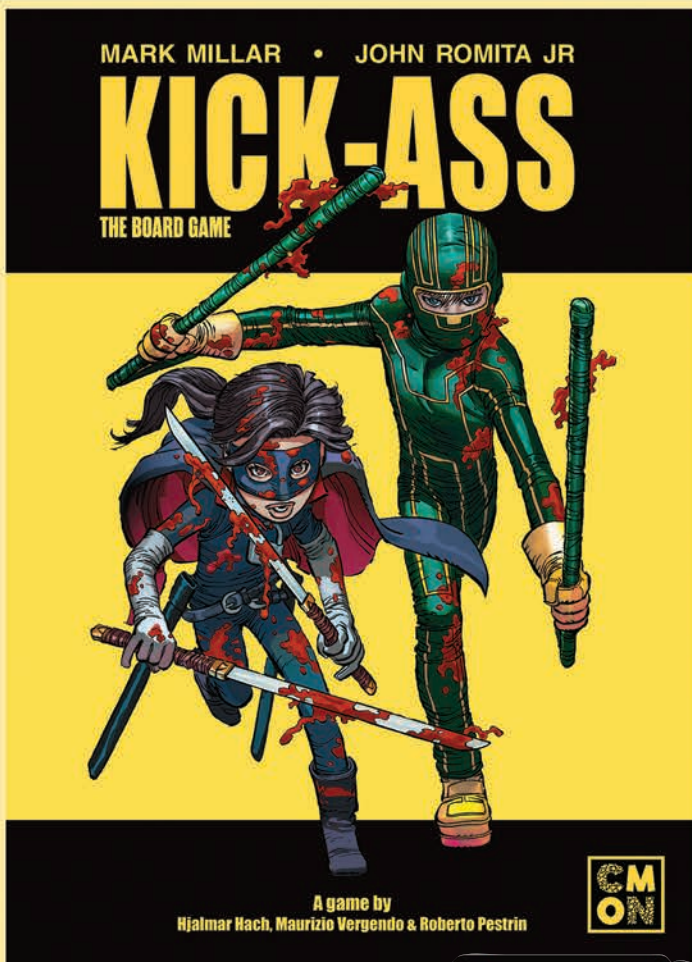
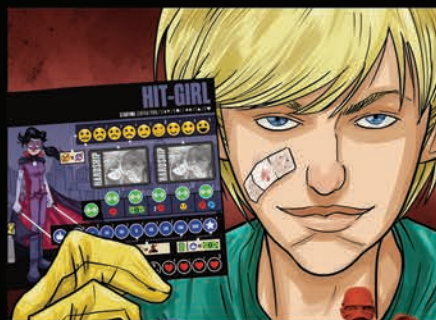
Man, this superhero business is tougher than they make it look on TV. Sure, you get those warm, fuzzy feelings from helping people out, but as soon as you have a reputation, everyone is looking for your assistance. Now, the city is being overrun by these jerk Minions, Mini Bosses, and Boss Villains, and I'm late for a date. It's a good thing I can rely on some of my hero friends to help me save the city and kick some ass!

Kick-Ass: The Board Game is based on the critically-acclaimed comic book written by Mark Millar and illustrated by John Romita Jr. Players step into the lives of Heroes like Kick-Ass, Big Daddy, and Hit Girl and work together to defend the city from a series of dangerous events, all while balancing the important business of their personal lives and up-keeping their social media status. They could get beat up and land themselves in the hospital, but screwing up their love life or not getting enough followers can be equally detrimental. Hey, being a Hero ain't easy.

The bulk of the action in *Kick-Ass* takes place on the main city board. It is broken up into different Districts that will come under attack from Minions and Mini-Bosses. Each District has a Timer Effect, which comes into play when Timer action cards are played there. They also have a Clean-up Bonus that is awarded when all of the enemies have been cleared out. Some cards or actions can only be performed in certain Districts, and each one is themed appropriately, like being able to make money on Wall Street, or buying new items when you're in the Shop.

Each round contains four phases where new Events will take place, the Heroes execute actions, and the plot of the story advances. The first of these is the Event phase. A new Event card is revealed, and older, unresolved Events slide one space further on the Event track. If Events aren't dealt with before they fall off the end, all the Heroes suffer some negative effect.





The Day phase gives Heroes a chance to work together and beat the pulp out of some evil-doers. Days consist of a Morning, Afternoon, and Night that all work the same way. First, a Minion Spawn card is revealed, adding Minions to various districts in the city (as well as possibly other nasty stuff). If a District is full, arrows show the next District in line to get the Minion. After spawning Minions, the Heroes can discuss their plan, then simultaneously chose and play an Activation card. Activation cards allow Superheroes to move around the city and perform various actions. Red Activation cards allow Heroes to do their vigilante thing, like starting a fight with the bad guys. Blue Activation cards allow them to take care of their normal life, like working a day job or keeping relationships up. They'll need to balance both aspects of their life if they want to be happy and productive crime fighters.



All of the hard business of saving the world and having a social life would wear any Hero out. During the Sleep phase, players check to see if any Hardship or Event cards are triggered, and see if it's time to face off against the Final Boss. If the Heroes have resolved three Event cards, they're ready to take on the Final Plot, facing off against Event cards related to the Final Boss. Otherwise, they continue the game as normal.

In the Refresh phase, players get their spent Activation cards back, and get a chance to acquire new ones. The Round token is advanced, and the Heroes get ready for another full day of crime fighting.

Being a Superhero isn't just fame and glory. It's a lot of hard work balancing relationships, keeping a job, oh, and fighting Supervillains. With a lot of teamwork from your fellow Heroes, you might just be able to make your dinner date and still kick some ass!

Kick-Ass will be coming direct to retail in Q3 2018 and is suggested for a mature audience for 18+ due to violence and language.



Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



DUNGEONS & DRAGONS® ROCK PAPER WIZARD EXPANSION

FISTFUL OF WIZKIDS MONSTERS

ROCK PAPER WIZARD: A FISTFUL OF MONSTERS

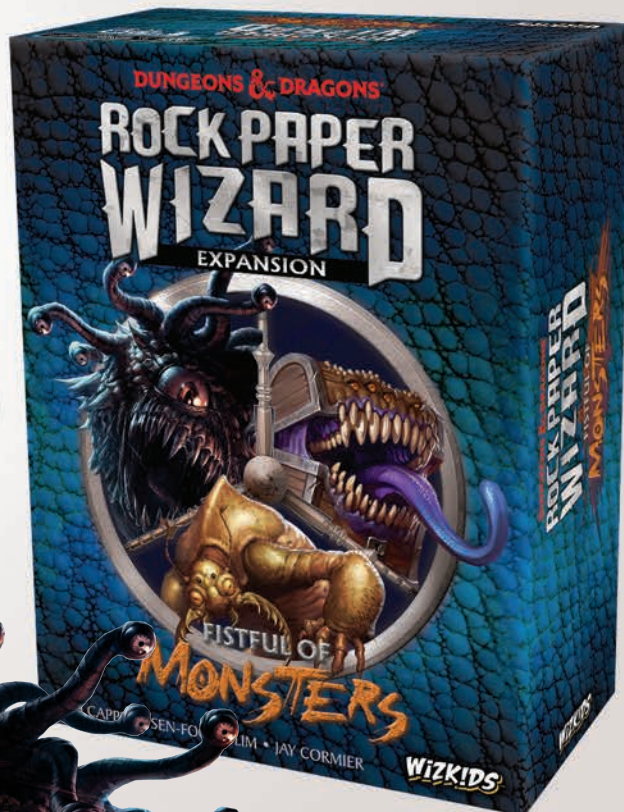
WZK 73142..... \$19.99 | Available August 2018!

You have once again bested a dragon in its own lair and now comes time for your party to split the foul beast's hoard accordingly. As you heedlessly move towards the pile of gold to take your cut of the treasure, your clamoring rouses other denizens of the dungeon. Drawn by the sound of your commotion like moths to a flame, the restless creatures hunger for prey, and YOU are on the menu! Can you deal with these Wandering Monsters and still come away with the most gold? Maybe that stash of magic items you left by the cave entrance will prove helpful...

Rock Paper Wizard: A Fistful of Monsters is the first expansion to the popular *Dungeons & Dragons* game, *Rock Paper Wizard*, brought to you by award-winning designers Jay Cormier, Josh Cappel, and Sen-Foong Lim and published by WizKids. The original game features simultaneous spellcasting using hand gestures to alter your board position — the closer you are to the dragon's hoard, the more gold you get! Now, with the added complication of all your favorite iconic *Dungeons & Dragons* Wandering Monsters, you and your spellcasting rivals have a new obstacle to deal with while keeping your eye on that glittering gold! Don't worry though, it's not all bad news... you now have access to an arsenal of classic *Dungeons & Dragons* magic items that you can use in combination with any spell to produce even more powerful effects!

The Wandering Monsters are at the crux of this expansion. Whether it is a Mimic, a Beholder, or an Umber Hulk, there is a Wandering Monster on the board at all times, moving in a special pattern. You need to take this all into consideration as it impacts which spell you cast and which opponent you target. The Wandering Monster will then execute its unique ability within its range or area of effect before the end of the round. Perhaps it will force you to lose gold, take Injury tokens, or prevent you from scoring any gold in the final resolution phase of the round. Some will even cast random spells at you, wreaking havoc on your well-laid plans! Now, a smart wizard will be able to avoid being in the Wandering Monster's sights when it attacks. With an ounce of cunning, a dash of guile, and a pinch of luck, you can cause some other poor soul to become the target of the Wandering Monster's wrath this round!

The aforementioned Injury tokens are new to the game as well. You must heal at the end of the game by paying the town cleric 1 GP (Gold Point) for each Injury token you gained while adventuring. This means that while you may trigger the game end with 25 GP, you might not



be the winner if you've gained too many Injury tokens!

Were you the furthest from the hoard this round? Do you feel left out? Well, fret no more, my wizard friend! Now, if you are one of the players who is furthest from the treasure, you can collect a Magic Item from the stash your party left at the cave entrance to keep them from being burnt to cinders by the dragon. Magic Items will give you a boost in future rounds when you use them to strategically augment the spells you cast or target things in wild and unpredictable ways. From a Ring of Spell Storing to a Wand of Fireballs, these arcane artifacts allow you to combine effects together in ways that will surprise your opponents and foil their plans!



As if that wasn't enough, there are also new spells included in this expansion that involve all the new components in some way. Some target the Wandering Monster while others affect Injury tokens. Some force players to put tokens on the board itself — if you're the only wizard in a space with tokens on it at the end of a round, you gain them! This is good for GP tokens, bad for Injury tokens.

Rock Paper Wizard: A Fistful of Monsters takes the base game and fleshes out the dungeoneering experience without having the pace slow to a crawl. It keeps the flavor and energy of the original *Dungeons & Dragons* game while adding extra challenges, plus the tools to solve them. You'll need to combine spells with Magic Items to both avoid the Wandering Monster and move into a scoring position while gaining the fewest Injury tokens. If you don't, you're going to have to pay the cleric a sack of gold when you get back to town!

...

NOTE: You must own a copy of the *Rock, Paper, Wizard* base game to play *Rock, Paper, Wizard: A Fistful of Monsters*.



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The world ended some time ago, but we survived. Our days are dust and sand, but there is still hope. We build what we need to survive from the remnants of the old world.

Remnants is a post-apocalyptic survival game for two to four players where each player commands a tribe of Survivors and tries to build up their compound while fighting off Raiders and mutant creatures. At its core, the game is organized into 3 different parts: a real-time dice-rolling race for resources, a turn-based build phase where resources are spent for cards, and a battle against threats with the cards that were purchased. One special feature of *Remnants* is the dice, which can be used to generate resources or points depending on which part of the game they are used for.

In the Scavenge phase at the start of the game, each player commits their survivors to either go Scavenging or Looting by placing them onto different sections of the board. Scavengers allow the player to roll dice to bring back Wood, Metal, Plastic, Rope, and Cloth, the resources used in the game. Looters bring back Loot, which is either Medicine (used to heal injured Survivors), Screwdrivers (used to increase dice rolls), or Scrap (which can be used as a resource of any type).



Once all players have committed their Survivors, they roll and reroll their 4 dice at the same time, as fast as they can with no turns. Each player is trying to get at least 3 of the same resource symbols showing, which allows them to take one resource token of that type from the board and place it onto one of their Scavengers. Each Scavenger can only carry one resource. If a player rolls 3 stars, they may take one of the Bonus tokens on the board, but that ends their Scavenging. Once all the bonus tokens are claimed, the phase ends. Players then roll 1 die for each Looter they committed and count the pips. They advance the cubes on tracks of their player boards by the number of pips rolled.

The Build phase follows, with each player taking turns spending resources to purchase one of the face up Development cards from the grid or to upgrade their Survivors to become Specialists. Development cards can be either Defense, Weapon, or Specials, with the first two giving the player means to fight off the coming Dread cards. The Special cards provide everything from bonus resources to victory points at the end of the game.

After all players have spent all the resources they can, the board is reset with new resource tokens and the first player marker passes. Play continues with a new Scavenge phase.

Each turn, the Dread cube moves one space forward on the Dread track. Every other turn, the current face up Dread card will attack during the Fight phase. Each player must fight the Dread card at full health on their own. Dread cards show the health and special ability of the



Creature or Raider as well as the reward for defeating the threat and the punishment for losing the fight.

When fighting a Dread card, a player first applies their Defense cards, counting the number of shield symbols on all their cards and subtracting that from the Dread card's health. If there is still health remaining, the player fights by counting the number of fist symbols on all their Weapon cards and rolling that number of dice. The player counts the resulting pips and reduces that total from the remaining health of the Dread card. If the Dread card is reduced to zero or less, the player wins and collects the reward shown. Otherwise, they must pay the penalty for being defeated by the threat.

On the last turn of the game, players must fight the Boss. Each Boss has a unique ability and comes with a Power Up card, giving them an unpredictable extra ability.



When all players have battled the Boss, the game ends and scores are totaled. Victory points are ketchup packets (because in the future, flavor is the most valuable commodity). Players score victory points for each Development card in their compound, healthy survivors and specialists they still have, points earned through combat, and any special cards that generate bonus points. The player with the most points has built the most secure compound and is declared the winner.

On July 27th you too can face the challenge of trying to survive the end of the world and rebuild what you can from the *Remnants*.

...

Justin De Witt is the Chief Creative Officer and co-owner of Fireside Games with his wife and CEO, Anne-Marie De Witt. As much as he enjoys post-apocalyptic worlds, he is a big fan of indoor plumbing and not being chased by mutant creatures. His previous designs include Castle Panic, Star Trek Panic, and Hotshots.



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DISCRETION: THE BETTER PART OF VALOR

ADVICE FOR THE DECEPTION **DRAGONFIRE** PLAYER

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Let's stipulate right off that — if you are building and playing your Rogue character right — no one else at the table will fully appreciate you. Yes, Rogues can be greedy. And treacherous. Secretive. Manipulative. (Okay!) But no one really considers how often they turn to you to save their bacon with the perfect strike from the shadows!

RACIAL VARIATION

Different races lend their own flavors to the Rogue. Half-Orcs bring a toughness that vault them into "figher country." Gnomes emphasize a Rogue's natural preference for staying-the-hell-out-of-the-way of any big damage. Elves allow for a faster start, while Half-Elves do have an it's-all-about-me vibe. But no matter the race, Rogues have common strengths and weaknesses that must be taken into consideration.

GENERAL PLAY

In *Dragonfire*, Rogues tend to have very low starting cards. This makes them slow to wade into the action. Which makes sense. A true Rogue likes to sit back a moment. Consider his options. See how the others are doing before deciding where he'll be the most valuable. It's not apathy toward the other characters (honestly, it's not!). It's just sound tactical planning. Also, the Rogue has a strong *recursion* ability: he can bring valuable Deception cards back from his discard. Often, the Rogue does not like reshuffling his deck until forced by time or events. A sound tactic is to build up your hand size to greater than four cards, so you are not forced to draw. Be careful. This is easy to overuse! Overall, the best advice is just don't be in a hurry. Take this time to check out the early Market offerings, and make sure you know which encounters pack the most gold value.



Which leads into the Rogue's greatest strength. Gold. (Was there ever any doubt?) A Rogue can purchase a big card faster than almost any other character, except maybe those snotty Wizards. Nothing a Rogue likes seeing better than a *Twist the Knife* sitting in the early Market, unless it is to also see an *Expertise* waiting for him as well. Or a pair of *Perception* cards that can be leveraged into paying for themselves. Some players call this an embarrassment of riches, but don't listen. Rogues are *never* embarrassed by their riches.

Don't be afraid to spend big as early as possible, even if it's off-color. But once the Adventure gets into full swing (Scene 2), try to hold a reserve of 2-3 gold. And if you were slick enough to start with the "Street Urchin" background Feature, that's really a reserve of 3-4 gold! You never want to be more than one turn away from *Twist the Knife*, and if *Big Finish* shows up, you'll be thankful for any reserve you've managed to build.

The hardest part in playing a Rogue is knowing when to do nothing, or even say nothing. Rogues tend to have quick color-fixing (Sneak Attack) and always an assist or two in their hand. That shovel-headed Fighter may sneer at your pile of gold, but be quick to ask for your *Perception* assist or a *Twist the Knife*. Be cagey. Be careful. "Maybe" is a great answer when asked, "Can you help?" It's not about doing something right now...it's about doing the perfect move at the right time. And if the others take some damage while waiting for you to act, that's okay as well.

After all, the Cleric needs *something* to do.

...



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EVIL HIGH PRIEST

A NEW TAKE ON WORKER PLACEMENT



EVIL HIGH PRIEST

PTG EHP..... \$49.99 | Available July 2018!

Almost every game falls into a genre. What makes a game stand out is excellence within that genre's constraints, or an unusual approach, or both. *Evil High Priest*, in my opinion offers both, but let's focus on the unusual features here (we're content to let reviewers review its excellence).

Evil High Priest is a game about cultists trying to summon their Great Old One. Everyone in the game worships the same Great Old One, but the game is definitely NOT cooperative. When you finally succeed in awakening Cthulhu (or whoever), the cult leader who worked hardest towards the goal (as represented by victory points) is appointed to be the High Priest, and his rivals are, presumably, eaten, or absorbed, or transformed, or meet some other dismal fate appropriate to the Cthulhu Mythos.

Worker placement games follow the same three step process.

- 1) Place your workers on sites.
- 2) Those workers earn resources.
- 3) Cash in resources for victory points.

Evil High Priest follows this procedure too. But, unlike most such games, your resources ARE victory points. So, when you spend resources to earn more victory points, you are basically speculating that this immediate loss of victory points will lead to a greater gain in victory points later. This makes the decision a bit more agonizing (and, we feel, interesting) than most such games.

IT'S MORE THAN JUST COLLECTING POINTS

Another unusual feature is that not only do you need to collect the points, you then need to protect the points. The forces of law and order seek to suppress your sinister cult and so you need to dig out a protective inner sanctum underground, with defenses, storage, and even monsters to stop their attacks. If you slack off on building your sanctum, a single major attack could cost you everything!

In most worker placement games, the game board is kind of the hero – it never changes and stands as the powerhouse that controls most activity. Sometimes the game board can be modified or randomized, or is built during play, but the basics are unchanged.



Check out our Petersen Games YouTube Channel and see insider secrets to game design, turntables of miniatures, and full play-throughs or your favorite games!



DIFFERENT BOARDS, DIFFERENT GAME PLAY

In *Evil High Priest*, there are ten different cult boards, and every cult board plays VERY differently. The Cthulhu board is quite generous, with blood and gold offered by the open-handed Deep Ones. The Windwalker board is all about the monsters and the attached glaciers. The Yellow Sign board turns everything into weird rituals. The Ancients board adds an entirely new resource, not used elsewhere, but required here. And so forth. It's almost like playing a whole new game.



The game treats its grim topic with dark humor. One of the more interesting features is that the Great Old One is absolutely certain to awaken. The cult never fails, though it might take more or less time. But the rise of Cthulhu (or whoever your cult worships) is destined. It's only a matter of who wins in the process.

The bottom line here is that *Evil High Priest* has aspects which make it stand out from other worker placements, making it a worthy addendum to any worker placement fan, or Cthulhu fan for that matter.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters* RPG, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die!* the board game, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.



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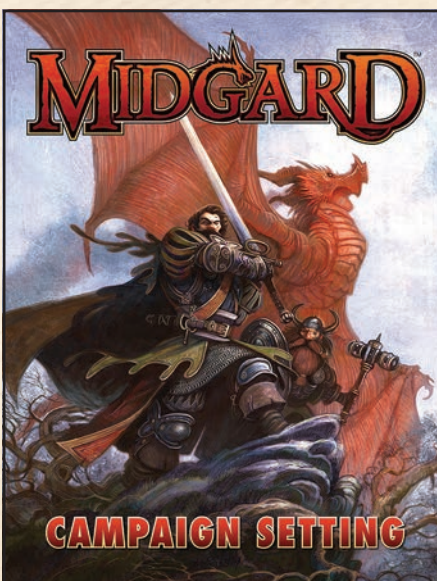
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DUNGEONS & DRAGONS RPG: MIDGARD HEROES HANDBOOK

PZO KOBMH..... \$39.99 | Available Now!

In June 2004, Wizards of the Coast published the *Eberron Campaign Setting* book for the 3.5 edition of *Dungeons & Dragons*. After that, no new major settings compatible with the world's most popular tabletop roleplaying game were released for nearly a decade. That changed this year, when Kobold Press published the *Midgard Worldbook* and its player-focused companion volume, the *Midgard Heroes Handbook*.

The *Midgard Worldbook* introduces a dark world of deep magic inspired by the myths and folklore of Central Europe and the Middle East. Rooted in publisher Wolfgang Baur's own long-running D&D campaign, Midgard has grown in scope from the clockpunk merchant city-state of Zobeck and its surrounding lands to a vast setting with diverse regions. The *Midgard Heroes Handbook* equips 5th edition players with everything they need to explore Midgard, including new races, spells, weapons, class options, cleric domains, sorcerous bloodlines, warlock pacts, and strange arcane traditions.



SECRETS OF MIDGARD

Midgard is not simply a modern world dressed up in medieval trappings, a pitfall many fantasy settings can fall into. "At first glance, Midgard seems very familiar in that it has a medieval level of technology, and many traditional fantasy races and themes," says Baur. "But when you dig a little deeper you find that Midgard takes the familiar tropes of fantasy roleplaying and reinvents them. Our designers have blended ley line magic with Baba Yaga, Loki's trickery with gearforged fighters, and trollkin raiders with sleepwalking alien gods, to create a flavor and feel that's unmistakably Midgard."

In the *Midgard Worldbook*, the setting's most notable features — the ones that make players sit up and take immediate notice — are called the Seven Secrets of Midgard. They range from Midgard's unique geography to the nature of its gods, monsters, and races.

A FLAT WORLD

The first of these Seven Secrets is that Midgard is a flat world which floats in a vast space of living stars. Heroes can reach the heavens by climbing a massive tower, or sailing on the wings of a void dragon. A great serpent surrounds the world, or so claim those few travelers who have been to the edge. What lives underneath? No one knows for sure.

DRAGON LORDS

The dragons of Midgard have no interest in sitting in a lonely cave, counting coins. Their greed makes them ambitious; and that ambition makes them extremely dangerous. They obey an urge to power and rulership, and they exercise that rule through an entire empire that carries their name: the Dragon Empire of the south. Their willing servants are rewarded with lands and wealth of their own.

GODS THAT DABBLE AND PLOT

Every god in Midgard has distinct goals and desires, and makes clear demands of their worshippers and priesthoods. Their hatreds and rivalries often spill out from the heavens and into the mortal streets and kingdoms: the gods argue, sire children to rule kingdoms, and foment wars and feuds.





HIDDEN RACES

Midgard includes humans, elves, and dwarves as its core playable races — alongside ravenfolk, minotaurs, kobolds, dragonborn, and trollkin. These races had a place in the world from the start, their ambitions leading to the founding of unique kingdoms. Concealed races still hide in the corners of the world to surprise players, such as the intelligent, ghoulish darakhul, the feral catfolk of the Southlands, and the mysterious winterfolk. Humans are the most numerous people and their kingdoms are grand, but Midgard offers many flavors of nations, and a wide range of heroes and villains.

LEY LINES AND SHADOW ROADS

The land itself is alive with magic, and some know how to harness that power for spellcasting and magical travel. The elves used the magic of ley lines to create and sustain the shadow roads, making it possible to connect their ancient, far-flung empire. When the elves retreated from the world, their roads remained, and humans and the shadow fey learned to tap into the ley lines that sustain this magic. Player characters and villains alike can use these wellsprings of power, which flow invisibly everywhere — though the most powerful ley line conjunctions are warded or guarded, used as the foundation of great fortresses or thriving cities.

SHIFTING BORDERS AND FALLING KINGDOMS

Midgard's cultures are designed to change, collapse, and grow over time. The results of some of the last five years of play and development within the setting have been integrated into the *Midgard Worldbook*. Borders have shifted, crowns have been seized or restored, and cities have been plundered or rescued from ruin.

"Midgard is designed to change after every adventure you play," says Baur. "We like games where more changes than just the numbers on a character sheet. Game masters can and should take advantage of the inherently unbalanced politics and dangerous triggers we've built into the setting. Those ancient curses and festering revolts are there for your campaign."

TIME FLIES, AND STATUS MATTERS

Two optional rules make Midgard special. The Status rule gives player characters a type of advancement linked not to level, but to their prestige and renown. The social status of PCs makes a difference in who they can visit and how they are treated. Social status might not be important in most dungeons, but it could be vital when visiting the Court of the Imperatrix, or while trying to counter a Dragon Empire ambassador's plots.

Similarly, the Time Flies optional rule advances campaigns quickly, so that months and years can fly by, and events of a campaign roll out at a less hurried pace. Generations can rise and fall, and adventurers can see their careers as a long arc rather than a brief set of fireworks.

A NEW ERA FOR MIDGARD AND 5E

When in 2006 Wolfgang Baur self-published *Steam & Brass*, the first commercially available D&D adventure set in Zobeck, he didn't realize he was on the path to building an entire world in collaboration with some of the industry's most talented designers. However, with every new Kobold Press release, customers demanded to see more of the setting.

What about Midgard appeals so strongly to tabletop roleplaying gamers? "The beauty of Midgard is that it is supremely accessible," says Baur. "Midgard doesn't require mastering 20 or 30 years of published books to get into it. And its focus on core fantasy means that elements like the *Midgard Heroes Handbook* are useful for absolutely anyone running a traditional fantasy D&D game."

...

Wade Rockett is a Seattle-based writer, game designer, and marketer. He swears his name is not made up.

**KOBOLD
Press**

BEARFOLK

Bearfolk are massive people of iron resolve and deep nobility, resembling bears that walk upright rather than all fours. Hailing from either the cold climates of Midgard's Northlands or from a nation of light carved out of the Shadow Realm itself, bearfolk put their trust in family and tribe to stand against the world. In defiance of their brutish appearance, they are deeply spiritual and artistic.

FEARSOME AND STRONG

Bearfolk are broad-shouldered, bipedal humanoids. Although they strongly resemble upright bears, they have longer legs than any bear and their massive hands are more like a human's hand than a bear's paw. They lack the bear's sharp claws, but they're as dextrous as any human craftsman's. Their muscles develop early in life, and most bearfolk look it. Their physiques tend toward great bulk beneath shaggy fur. Even the slenderest bearfolk are quite strong. Bearfolk are over 7 feet tall when they stand at their full height, but they often appear shorter because of a natural forward roll to their shoulders. They weigh between 250 and 350 pounds.

They're covered in shaggy fur that can have a range of colors. The most common colors are black and brown, often with a lighter frosting or tip on the chest, shoulders, and upper back. Coppery red, honey-colored, and even pure white fur occur rarely. The color gives a clue to the particular bearfolk's heritage, but it's not an exact indicator. As they age, bearfolk tend to go silvery around the muzzle, giving them a distinguished look.

TRIBE AND FAMILY

The core of bearfolk society is the immediate family. Parents care for their cubs until the young reach the age of 5 or 6 years, when a precocious shift takes over. Although they aren't yet fully grown, the cubs are drawn by a powerful urge to explore. They begin spending time away from their family, treating their entire village (or smaller neighborhood in a larger settlement) as a sort of extended family. This can be surprising or even annoying for nonbearfolk neighbors, who might discover a bearfolk child rooting through their pantry for a snack, inviting itself to dinner, or even adopting them as its new family temporarily. This isn't necessarily as inconvenient as it sounds, since young bearfolk are also more enthusiastic learners and harder workers around the house than most other children their age.

Beyond immediate family, the tribe forms the majority of bearfolk culture. Once bearfolk cubs start venturing beyond their own homes, families intertwine. Each cares for the cubs that happen by that day, welcoming the wayward children to meal tables as their own. There's no choice but to know one's neighbors in a bearfolk tribe, and



that brings them all closer together. Trade apprenticeships and budding talents are identified early thanks to this intermingling, and it helps find a suitable niche for a young bearfolk's path in life.

Elders are highly respected for their experience and greater perspective, but practicality carries weight as well. Being old doesn't afford one unlimited leeway if one makes questionable decisions or has a reputation for foolishness. Building on this respect, bearfolk venerate their ancestors at a nearly demigod level and believe the spirits of their ancestors guide them. The tribe also holds druids and clerics (particularly those that serve nature deities) in high respect and looks to them for guidance.

HOME AND HONOR

When establishing homes, bearfolk gravitate toward striking a balance with nature and their impact on it. Even the most urban-minded of them prefer parks and greenery, and take pains not to disrupt the surrounding



FRIGHTFUL CHARGE

Starting at 7th level, when you move at least 20 feet and attack a creature, it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the start of your next turn.

TAINT OF UNDEATH

At 10th level, the foul nature of the undead begins overtaking you. You no longer need to eat or drink, and you are immune to being frightened. You take on a pale or waxy appearance that the living find disturbing. You have advantage on Charisma (Intimidation) checks made against living creatures.

GRAVESTRIKE

Starting at 15th level, your weapon attacks deal an additional 1d8 necrotic damage, and you have resistance to necrotic damage.

GHOST RIDER

At 18th level, as a bonus action, you and your mount become ghostly and insubstantial for 1 minute. You gain resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks, and you can move through creatures and objects as if they were difficult terrain, but you take 5 (1d10) force damage and are pushed to the nearest open space if you end your turn inside an object.

FIGHTER: GRIFFON KNIGHT MARTIAL ARCHETYPE

The griffon riders of Zobeck were devastated during the fall of House Stross, so they now have only a shadow of their former glory. These days, most griffon riders are mercenaries and hedge knights, but a few still nobly defend the realm as members of the Order of the Griffon Knights. Led by their doughty dwarven commander Sir Markus Lineguard, the Griffon Knights patrol the Great Northern Road and keep the Free City safe from attackers. Griffon knights swear an oath of allegiance to both the order and to their griffon mounts. The knights put the safety and health of their steeds above all else; you are not a griffon knight without a griffon to ride.

GRIFFON MOUNT

When you choose this archetype at 3rd level, you gain a trained griffon as your mount. Your griffon is a fierce and loyal steed, forming a lifelong bond with you and fighting to protect you in battle. Use the standard griffon stats, but each time your proficiency bonus increases (at 5th level, 9th level, etc.), add +1 to your griffon's AC, saving throws, and attack bonus, and increase its maximum hit points by 10.

ROBOTECH FORCE OF ARMS



ROBOTECH: FORCE OF ARMS CARD GAME

SRF 0600 \$19.85 | Available July 2018!

THE STORY

A gigantic spaceship crash lands on Earth, foreshadowing the arrival of an alien armada bent on war and destruction. The world unites to unlock the secrets of its miraculous alien technology known as ROBOTECH to defend the world against impending invasion. The challenges they face would be greater than anyone could have imagined...

For the next ten years, the resources of the entire planet were focused on the restoration of the spacecraft on Macross Island. On the eve of the launch of Earth's new defender - the Super Dimension Fortress One - the alien Zentraedi armada emerges from a fold in space in pursuit of the SDF-1.



Desperate to protect the population of Macross Island and the battle fortress, the Robotech Defense Force desperately engaged the swarming enemy battle pods. Realizing that the orbiting armada was a greater threat, Captain Henry J. Gloval ordered the launch of the SDF-1 and the crew worked frantically to get the ship airborne and prepare it to execute a hyperspace fold to pull the armada away from the planet.



As the SDF-1 burst from hyperspace near Pluto the crew realized they miscalculated the jump. Wanting to return to Earth they discovered the fold engines missing. Captain Gloval turns the SDF-1 back

towards Earth and begins the long trek back to home...not realizing just how long and dangerous it will be as the Zentraedi armada appears behind the SDF-1, sliding from hyperspace in zealous pursuit of the coveted battle fortress.

THE MISSION

Will you attempt to capture the SDF-1, recover the secrets of Protoculture and destroy the Earth? Or will you protect the SDF-1 and defend the Earth from the assault of The Zentraedi?

THE GAME

ROBOTECH: Force of Arms is a two player strategic game where the players take on the roles of the brave RDF (Robotech Defense Force) or their galactic nemesis, The Zentraedi. Each team has four fleet ships that they maneuver through space, working to get them in the best position to utilize their mecha units.

The RDF use their selection of Battloids and Destroids to attack the enemy ships and defend their own vessels. The Zentraedi deploy their legion of Battle Pods trying to do the same thing.



Once all the mecha are deployed the players will be able to influence the battle using an array of fearless Heroes and dynamic Commands. Each player tries to outmaneuver their opponent and, in the end, protect their own ships and capture their enemy's.

After two rounds of play, with each player playing both sides of the conflict, the player with the most total victory points will have won the day and annihilated their opposition.



WHY ROBOTECH?

Back in 1985 I was introduced to Anime for the very first time, in the form of the very first episode of *ROBOTECH: The Macross Saga*. I was not looking for anime, just something to watch after school. From the opening credits I was hooked. Like a kid with a brand-new toy I had found something new, wonderful, and amazing.

I spent the next several weeks watching an episode a day until I had seen human unity, war, peace, loss, victory, and love. The characters were interesting; the story was dynamic and just so much fun to watch.

I know some of this may sound a little cheesy but, to a degree, isn't all nostalgia and connections back to those simpler days? This has become very fresh to me because 32 years after that touchstone, I suddenly find myself surrounded by my old friends from the RDF but for a very new and exciting reason.

It brings me a great deal of joy that I get to bring *ROBOTECH: Force of Arms* to game stores in July and help introduce a whole new generation to my old animated friends. A great responsibility and an extraordinary joy. I am a proud member of the RDF and hope many of you come join me. Suit up, get in your Veritech and help me defend the Earth, or destroy it as the Zentraedi.



We will be at Origins Game Fair June 14-17, come see us and pick a side!

...

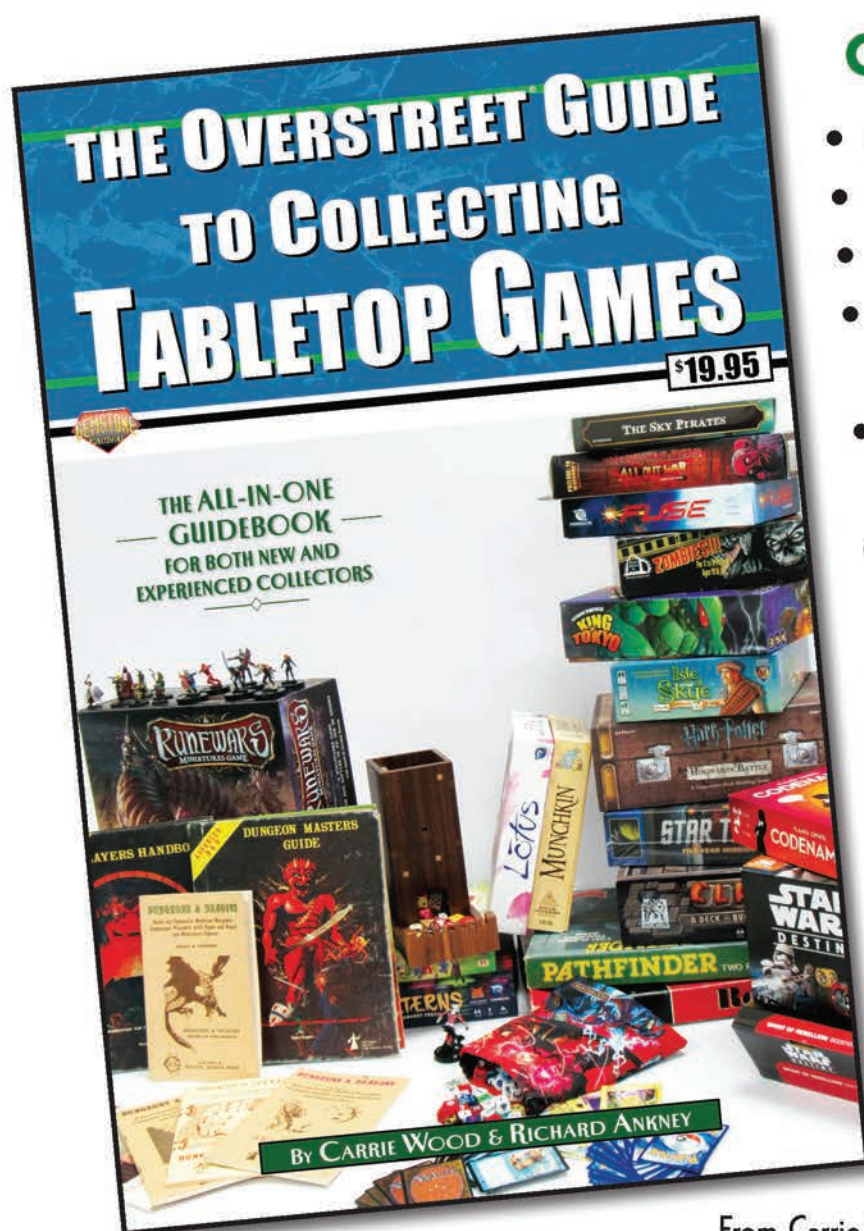
Dave Killingsworth is owner and creator of SolarFlare Games. He lives in Bedford Texas and is the step-father of four daughters. He started making games to help families and friends put their cell phones down and start connecting at the game table in pure surround analog. *Scorpio*.



♦ ROLL FOR INITIATIVE ♦

A New Guide is On the Way!

Tabletop gaming of all kinds is bigger than ever, and Gemstone Publishing's latest "how to" book is here to provide an in-depth look at this booming hobby. *The Overstreet Guide to Collecting Tabletop Games* takes a look at tabletop games of all kinds, from pen-and-paper role-playing experiences to collectible card games, from modules to miniatures, and everything in between. This guide includes the history of tabletop adventures and other board games as well as a look at what makes them so collectible, plus interviews with veteran industry pros and seasoned collectors alike. From the publishers of *The Overstreet Comic Book Price Guide*.



Coming June 2018

- Classic board games
- Tabletop RPGs
- Card games
- Interviews with industry veterans and collectors alike
- Collecting books, miniatures, modules and more
- The rarest cards from *Magic*, *Pokémon* and more
- An in-depth look at the impact of crowdfunding
- The history of gaming companies
- And much more!



SOFTCOVER • \$19.95

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From Carrie Wood (author of *The Overstreet Guide to Collecting Video Games*) and *Game Trade Media*'s Richard Ankney.

WWW.GEMSTONEPUB.COM

EXPLODING KITTENS HAS A GAME TRADE MAGAZINE ARTICLE!

Back in 2014, before the words “Exploding Kittens” were ever spoken out loud, Elan Lee (XBOX, ARGs) and Matt Inman (The Oatmeal) had a dream: to have a feature article in Game Trade Magazine. But how could a brilliant game designer and a successful online cartoonist achieve such a feat? Together they decided that the best way to reach their goal was to create a game that editors would want to write about.

They had a game idea and some really hilarious art. What’s more, Elan was thoroughly obsessed with crowdfunding. Put these all together and you have yourself the makings of “Exploding Kittens,” a now international favorite tabletop card game that, *literally*, exploded the internet.



When the game launched in 2015, their crowdfunding campaign succeeded by raising a whopping \$9M and ranked at the time as the highest funded project Kickstarter. To this day, it is the *most backed* project ever, with 220,000 backers.

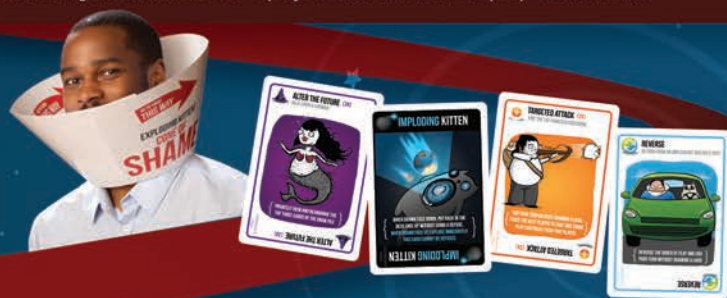
SURELY, THEY THOUGHT, THAT WOULD OPEN THE DOOR TO GET AN ARTICLE IN GTM, RIGHT?

Well... not exactly. As enticing as Exploding Kittens was, there was still no phone call. No email. Bewildered, Elan turned to Matt and exclaimed “you’ve got to be Kitten’ me!”

So, the duo returned to the drawing board to think up new ways to catch the eye of the GTM editors. “I know! We’ll make an expansion pack!” said Matt. “Yes!” enthused Elan, “and it will come with a human sized cone of shame! That’s got to get their attention!” The two were sure adding 20 cards to the core deck and increasing the fun from 5 to 6 players with a ridiculous prop would work.

In July, 2016, they released Imploding Kittens: The First (furst?) Expansion Pack. It was a huge hit, selling like hotcakes on Amazon. People were even taking shameful photos of themselves with the cone on, and sharing it all over the web.

But still, there was no phone call. No email. Perplexed that their chart topping game hadn’t piqued the interest of the GTM editors, Elan thought, “what if we create an *entirely new game*?”



And so, driven by an intense need to catch the eye of the GTM editorial staff, in October, 2016, the team launched a crowdfunding campaign for “Bears vs Babies”, a monster building game in which players create magnificent monster armies that battle armies of despicable babies. With over \$3M raised and 85,000 backers, they were confident that GTM would be impressed this time around.

But alas, no phone call. No email... Even the NSFW Expansion Pack that came with an *actual* condom, dubbed *beareth* control by the clever-if-immature design team, didn’t grab the attention of anyone at GTM.

Truly befuddled, and growing increasingly defeated by the day, Matt and Elan shuffled to the studio and began designing again. This time around, they knew they were onto something. Their newest game had just the right amount of ridiculous humor and interactive fun; their dream was just in reach.

On Valentine’s Day, 2018, “You’ve Got Crabs,” a partner based, social deduction game that plays 4 to 10 players, launched online to resounding acclaim and audience excitement.

More than just your average card game, the Expansion Kit even included an Imitation Crab Card, which shuffled into the deck, allowed players to force their friends to wear human size crab claw mitts while they played.

All of their effort and tireless dedication was not in vain. Four years, three games, three expansion packs, and two crowdfunding campaigns later, there it was - the email they’d been waiting for.

MATT AND ELAN HAD FINALLY DONE IT. THEY GOT THEIR ARTICLE.

As it turns out, the jumbo crab hands were all it took for the editors of GTM to come calling. Perhaps if the team had created enormous kitten mittens with their first game, they would have landed the feature story they so desired sooner.

But alas, they never would have made those other games, without the burning desire to make it into the magazine’s pages.



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...playtoys...



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...amusement...


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or pretty much ever...

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BECOMING A ROYAL

Tips to Strengthen Your **Cursed Court** Play

CURSED COURT

ATG 1400 \$49.95 | Available Now!

With stores hosting organized play for Cursed Court and the summer convention season's official tournaments upon us, it's time to up your Cursed Court game. Here are a half-dozen tips for better play.

Tip 1: Triangulate

Many players don't realize how much of the year's information has been locked in before they place their first wager. Depending on the number of players, it's between 62.5% and 70% of the year's cards. That means that it's much better to try to deduce what the other players already know than to make uninformed guesses about what cards might come later in the year.

The best way to make deductions is to look at what each adjacent pair of players has wagered, and then triangulate to figure out what those two both seem to know, that you don't. If the King and Queen are face-up, and two adjacent players have bet on the Jester and Feast, it's a solid assumption that the Jester's the card between them. So, if the face-down cards you can see are the Courtesan and Priestess, then the Procession is a solid play.

Tip 2: Avoid Predicting

The human mind *really* wants disparate facts to fit into neat stories. You *shouldn't* bet on an inside straight, but people do it all the time because they can see it coming so firmly in their mind's eye.

Avoid this temptation! Especially late in a year, it can be hard to find a betting space where you have a high degree of certainty as well as a high possible scoring outcome. It's almost always better to bet on a low-scoring sure thing (like a visible noble that no one's bothered with because it looks like it's only going to be worth one point) than to take a one-in-nine chance that the Autumn or Winter will flip the third or fourth noble you need to make some three- or four-point set.



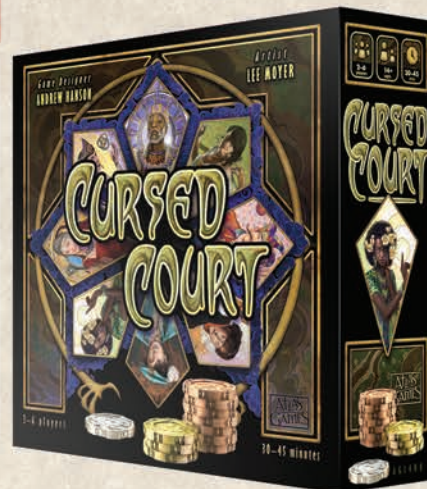
Tip 3: Look Left, Not Right

The face-down information to your left and to your right is equal. Both cards both have a 100% chance of contributing to the game's scoring. However, when it comes to play, they're not equal at all, because you're in a race with the other players to place overpowering wagers on the best spots.

Unless you're the season's first player, the player on your right has already done what they're going to do with the information they have. The player on your left, however, hasn't gone yet. If your two hole cards combine with what's on the board in two different ways that suggest two different plays, act first on the one indicated by the card to your left, because that's the one the player to your left could still steal from you.

Tip 4: Puzzling Boards Often Have Lots of Duplicates

Some years unfold oddly. You can't get a read on what anyone else knows, everyone looks puzzled, and maybe the things you know for sure are doubles. These situations often arise when the noble cards in play for the year have multiple duplicates — even multiple triples.



In these situations, it's usually wise to go deep, early, on the things you know for sure. If you're certain that some noble is paired, be prepared to move in with strength to own it. Although two points may not seem like a lot of return on an 11-coin wager, you might be surprised at how often someone else is hiding a third (or even a fourth!) copy of that character. It sure beats making multiple weak predictions that fail to come true and getting completely shut out when the scoring phase comes.

Tip 5a: Bluff Early...

At the beginning of a year — especially in situations where you don't have a strong read on what the other players know — bluffs can be very effective moves.

Bluffs are most effective when they create a compelling story. That is, instead of making a bluff that's totally random, place a bet that triangulates with what the player on your right has done. The players across from you will be more inclined to believe it. And because wagers tend to cascade — that is, players get more and more sure of things over time — you can sometimes create snowballing havoc with a relatively small early bluff.

Tip 5b: ...But Don't Semi-Bluff

In poker, it can be wise to make a "semi-bluff." A bet on a hand that you're partway to making, but that you haven't made yet.

In Cursed Court, it's often tempting to make a low-value "semi-bluff" on a three- or four-noble location where you know two or three of those nobles (respectively) are already in play.

These bets are disastrous in Cursed Court (in a way that they aren't in Hold 'Em) because you're not building a pot here — those sets will be worth three or four points regardless. Instead, what's likely to happen is that if the multi-noble set comes true, you'll be easy for the other players to bump, because your semi-bluff wasn't a strong enough wager to actually hold the position. In poker, you've built a pot and making your hand means you stand to win more. In Cursed Court, you've just set yourself up for failure.

Tip 6: Attack Leaders

In the second and third years of a standard game, you're often faced with a choice about which player to bump, among different players whose respective positions are equally beneficial to you to take over. In those cases, take stock of which competitor is in a better position on the score track. It's always better for you to attack the players who're in the best position overall when all else is equal, but players often overlook this truism in the heat of the moment.

...

Jeff Tidball is the producer and developer of Cursed Court, as well as the Chief Operating Officer at Atlas Games. He's worked on games as diverse as Pieces of Eight and the Fantasy Flight Games edition of Horus Hersey. Tune in on Twitter at @jefftidball or visit him on the web at jefftidball.com

Rick and Morty

THE RICKS MUST BE CRAZY

MULTIVERSE GAME



2-4



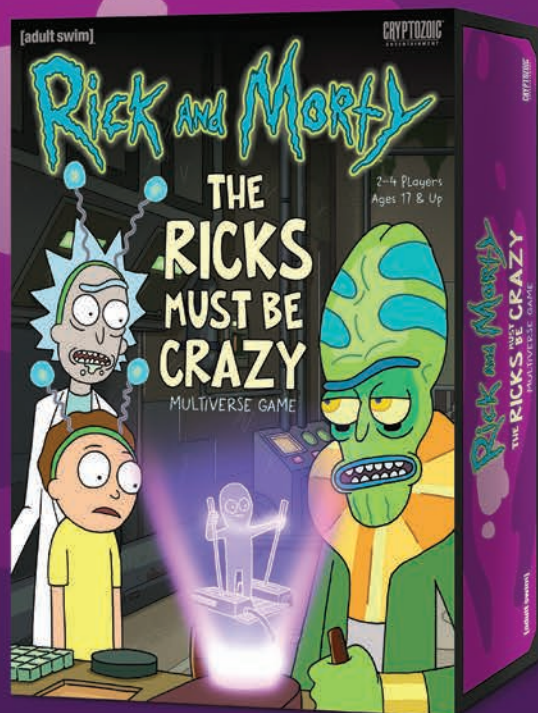
17+



30-45 min

MSRP: \$20

Release Date:
June 2018



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12" custom pickle houses entire game!



Rick and Morty

The PICKLE RICK Game



Someone awesome gets to play as Pickle Rick and try to escape a heavily armed compound. Another, more tortured soul plays as the Russians AND Jaguar, who are hell bent on crushing Solenya, the pickle man who crawls from bowls of cold soup to steal the dreams of wasteful children (a.k.a., Pickle Rick).

MSRP: \$45

Release date:
July 2018



1-2



17+



30 min

CRYPTOZOIC
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[adult swim]



OUTLIVE

DGM OL01 \$74.99 | Available June 2018!

Outlive is a worker-placement game set in a post-apocalyptic future for two to four players. Each player embodies a tribe trying to not only survive the deadly radioactive environment, but to overcome it by attracting the attention of a mysterious group known only as "Convoy". This group scours the remnants of our civilization in search of worthy survivors to join their sub-aquatic cities in the hopes rebuilding what we all now take for granted.

Each tribe has a shelter that it can improve by insulating it from the ever-creeping danger of radioactivity and by building extra rooms that will give a player bonuses during the game.

On the left is the radiation track which helps you keep track of how radioactive your shelter is.



Along the top and to the right of your shelter, you'll find space for the resources that you'll scavenge: water, food, metal, wood, microchips, and munitions. You'll be using these resources to keep your survivors safe and fed, to repair equipment, and to build new rooms to expand your shelter.



Each player will have four heroes of varying strengths (from three to five) that they will send into the wilderness to scavenge resources and equipment, hunt for food, and to convince other survivors to join your tribe. There are eight different locations on

the main board, each providing different loot possibilities for your visiting heroes, each linked by a path. During your turn, you must move a hero if possible either 1 or 2 locations, following the circular path around the board either clockwise or counter-clockwise.

If you arrive at a location and encounter another player's weaker hero, your hero will try to intimidate them into coughing up some useful resources. The defending player may expend munitions tokens to fight you off, temporarily increasing the strength of the hero.

Once a complete turn has been played (a full day), a calamitous event that will affect all tribes takes place! Starting with the first player, each player decides whether they can (or want to) overcome the event by spending a specified amount of resources. Overcoming an event scores you victory points. Leaving it unresolved however means something horrible will happen to every tribe. These events are cumulative, so for example, if the Animal Mutation event (makes animals tougher to hunt) is left unresolved in the first turn, its effect will be felt in turn two along with the new event drawn for that turn!

After six turns the game is over. Agents from "Convoy" will come to inspect your shelter. You'll score points for every fully-populated room you have, every piece of equipment you've repaired, and every survivor you have in your shelter. You'll also score negative points depending on how irradiated your shelter became over the course of the game. Let it get too high and you'll lose automatically!



If you managed things more carefully than your adversaries, you win the game and never have to worry about your tribe's survival ever again.

Here is an example of an unbuilt room that will score you three victory points when built, has space for four survivors and, when fully populated, makes overcoming dangerous events cheaper. If you've sent at least one survivor here, you'll need to pay one water, meat, or canned goods at the end of the turn. Each player will have the same three basic rooms that they can build. At the beginning of the game, players will draw six random advanced rooms and discard two of them. Be careful! This crucial step will largely impact your decisions for the rest of the game. Place these room tiles with the unbuilt side face-up on the spaces provided in your shelter.



At the beginning of the game, you may build any one of these rooms for free. Each player will draw a leader card.

Among other things, this leader card will show you where you may place your heroes at the beginning of the game. This issue of GTM Magazine includes the exclusive Greg & Emmy leader card.



A leader's age determines who the first player will be, the higher the better. Because Greg & Emmy are inseparable, you'll add their ages together for this purpose.

Directly beneath the leader's age, you'll find a diagram indicating where you'll be able to place your heroes at the beginning of the game.

Greg & Emmy allow you to place heroes in either the forest, the mine, the city of Silent Peak, or Blackwood City. Greg & Emmy also allow you to begin the game with a second room already built for free.

Download the complete rules for *Outlive* from our website: <https://dudegames.us>

Get the MacGuffin

Get the MacGuffin: a quick game where players must make clever use of a limited hand of cards ranging from ridiculously powerful to just ridiculous. A calculated risk might gain you the coveted MacGuffin, but can you hold onto it until the last card is played? Is the MacGuffin even out there at all?



2-11
PLAYERS



8-A
AGES



5-10
MINUTES

LooneyLabs.com



2018 SUMMER CAMPAIGN

DEADZONE: 2ND EDITION STARTER SET

MGE MGDZM29..... \$79.99 | Available Now!

Last year we ran a very successful campaign for our flagship game: *Kings of War*. In partnership with Beasts of War, we gave players around the globe the opportunity to change the world of 'Mantica' forever by battling in different locations. We had an absolute blast seeing all the reports flooding in. By the end of the six-week campaign we had almost 2,000 reports from hundreds of different players.

Following the success of the *Kings of War*-focused campaign, this year we wanted to give all our sci-fi players the opportunity to get involved. This means from late July we'll be running a six-week online campaign that's centered around the *Warpath* Universe. We've actually got a number of game systems based within this umbrella brand: *Star Saga*, *DreadBall*, *Warpath*, *Firefight* and *Deadzone*.



One of the pieces of feedback we took into consideration from the *Kings of War* campaign is that, unless you already had an existing *Kings of War* army, building and painting a big enough army ready for the start of the summer campaign was not an easy task. So with this in mind, we decided that for our sci-fi campaign we would ask people to build a *Deadzone* Strike Team. *Deadzone* is a fast-paced, easy-to-learn skirmish game that only requires about a dozen miniatures. As such, a newcomer could theoretically start their new squad in early July and be ready to hit the ground running in a few days.

So, with the game decided we set about creating the storyline for the summer campaign. One of our most enigmatic races in the *Warpath* Universe is the mysterious Nameless. These Cthulhu-like creatures are covered in tentacles and range from the tiny Scuttlers to the hulking crab-like Ogres. They're due to be introduced into *Star Saga* with their own expansion, *Terror in the Deep*, so we also thought this was a great opportunity to add a Nameless faction to the *Deadzone* game too.

This has led to the creation of a brand new *Deadzone* supplement – *Deadzone: Outbreak*. As well as introducing the Nameless with a full backstory that explains their origins and why they're suddenly invading other planets, *Outbreak* also tweaks the existing factions, introduces new scenarios and lots more. It's the perfect boost to the *Deadzone* range as it brings all the updated faction lists into one handy book, rather than having to download beta lists or errata! Spread across more than 80 pages, we think this is going to be huge hit with the *Deadzone* crowd, just like our hugely successful *Clash of Kings* supplements for *Kings of War*.



The summer campaign will tie in perfectly to the book too. Each week players will battle to take control of a certain location on the planet and scenario will be described in the *Outbreak* supplement. Depending upon which faction takes the top spot, the campaign will have branching options, each with their own scenarios and special pieces of equipment for the winner. At the end of the six-week campaign, we're planning to make new miniatures for the victorious factions so there's a reason for everyone to get involved, if they want to unlock a new miniature for their favourite faction.

Of course, the other great thing about *Deadzone* is that it comes with its own huge range of hard plastic, modular, sci-fi scenery. Previously known as the *Battlezones* range, this has now been brought into our *TerrainCrate* umbrella. With a selection of themes, from a ruined factory to landing zone and urban district, this range of sci-fi terrain is a fantastic way to create a superb looking gaming table. What's more, it's a breeze to use. Each kit comes with a range of parts that can be clipped together in whatever way you want. We've seen some fantastic examples from the *Deadzone* community, including anime-inspired locations with neon signs to underground bunkers with industrial pipes spilling all-manner of disgusting chemicals.

We're really excited about the *Deadzone* campaign here at Mantic. A lot of the staff members have already started choosing their favourite faction from a great range of highly detailed miniatures. I've gone for the sneaky rat-like Veer-myn, while Martin our trade marketing manager has gone for the stalwart Forge Fathers (space dwarfs) and Andy, our events coordinators, has opted for the foul Plague – close combat specialists mutated by a strange disease. We hope that you'll get involved and we'll see you when the campaign launches in July.

...

When he's not commanding goblins in *Kings of War* or coaching sumo-wrestling space lizards in *DreadBall*, Rob Burman is the social media manager at Mantic Games.



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ADVENTURES TO LIFE WITH PREPAINTED MINIATURES FROM NINJA DIVISION & PAIZO!

STARFINDER MINIATURES: ICONIC HEROES SET 1

NJD 060101 \$39.99 | Available Q3 2018!

Players can now bring their adventures of magic, mystery, and science-fantasy in Paizo's *Starfinder Roleplaying Game* to full-color life with Ninja Division Publishing's new line of Prepainted *Starfinder Miniatures*! Featuring two groups of Iconic Heroes, a fleet of Pact Worlds ships, and a Corpse Fleet of ships, this collection is sure to thrill *Starfinder* fans! *Starfinder* fans will find these all-new sculpts of dynamic poses and incredible detail a must-have to their table top adventures.

Ninja Division Creative Director John Cadice commented, "Ninja Division has been working hard with Paizo to create a line of pre-painted miniatures for gamers. We are all fans of miniatures here, and lovers of Paizo's fantastic RPG worlds. *Starfinder* has not disappointed in the richness of the races and designs we get to help bring to life for players."



Players will have many choices with the new prepainted miniatures. Fans will be able to play as alien races both new and familiar in a whole new universe of science fantasy adventures. Perhaps an android assassin fulfilling corporate contacts? Or will players choose the plucky ratfolk mechanic, the spell-hacking lashunta technomancer, or the lovely Navasi, the Iconic Human Envoy? These and many more are available from Ninja Division Publishing.

Starfinder Creative Director James L. Sutter said, "The sculpts that Ninja Division have been creating for both characters and starships have been blowing our minds with their artistry and obvious love of the genre. I'm especially excited about the ships—I can't wait to see the looks on my players' faces the first time I pull out a bunch of the starship miniatures for a space battle!"

STARFINDER MINIATURES: ICONIC HEROES SET 2

NJD 060102 \$39.99 | Available Q3 2018!



Humanity's home world, Golarion, has disappeared. All knowledge of how and why this has happened has been lost in a multiverse-wide amnesia known only as The Gap. Artificial intelligence has risen to godhood and created faster-than-light travel. Magic exists side-by-side with technology in a universe driven by the great mystery of Golarion's loss. This is the setting of mystery and magic in the new science-fantasy roleplaying game, *Starfinder*.

A great many races and classes exist within the world of *Starfinder*. These characters were created by the artists of Paizo and brought to three dimensional life by the sculptors of Ninja Division. One of the most popular is the Iconic Envoy character with her bright purple-streaked hair and winning smile. Envoys may be tricksters, hustlers, con artists, or perhaps even an ambassador or business person. They are the negotiators; quick with a kind word or the occasional dirty trick in order to further the goals of their crewmates and companions. This Iconic character in the *Iconic Heroes Set 1* will be catching everyone's eyes the moment she lands in the adventure and upon the table. The *Iconic Heroes Set 1* also includes Iseph the Iconic Android Operative, Keskodai

the Iconic Shirren Mystic, as well as the intrepid heroes ship, the Sunrise Maiden.

Or perhaps a player may enjoy the popular Ysoki Mechanic, Quig, and his ever-present drone. These rodent-like adventurers may be small in stature, but they can dominate the game with their technological expertise. The Ysoki have spread throughout the system and are among player favorites when exploring the mysterious universe of *Starfinder*. The *Iconic Heroes Set 2* includes Quig and his trusty drone, as well as Obozaya the Iconic Vesk Soldier, Altronus the Iconic Kasatha Solarian, and Raia the Lashunta Technomancer.



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APOCRYPHA: THE WORLD BASE SET (LSG 20101)

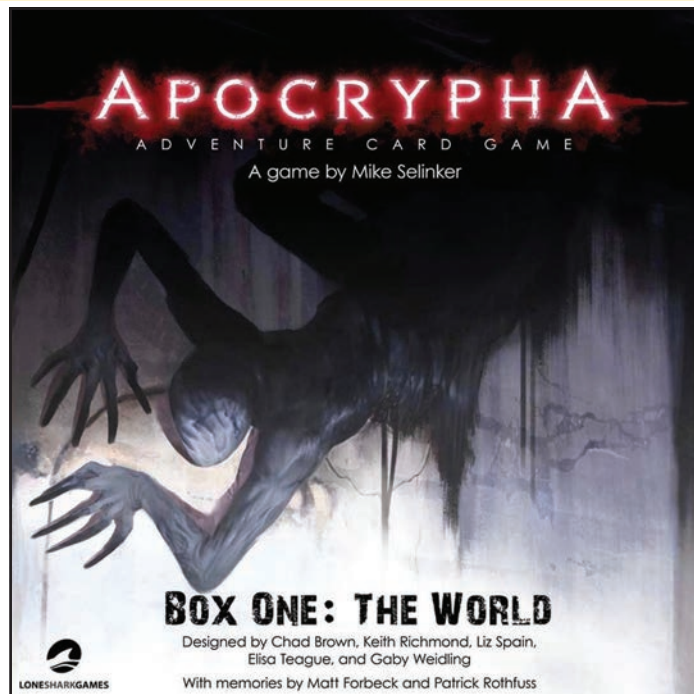
From Lone Shark Games, reviewed by Eric Steiger

 12 & Up	 1 - 6 Players
 60 Minutes	 \$74.95

If you tried the *Pathfinder Adventure Card Game* and said to yourself, "This is good, but you know what it needs? X-Files," then have I got good news for you. The *Apocrypha Adventure Card Game* is here and ready to scratch that itch, and also keep you awake at night wondering if your memories are really yours, and if you have all of them. This game will creep you out in multiple ways, most of them good. On the other hand, if you haven't tried the *Pathfinder ACG*, but are a fan of either solo/cooperative games or modern horror fantasy (or both), then you owe it to yourself to pick up *Apocrypha*.

The core mechanic of *Apocrypha* is the same as *Pathfinder*; you choose a character and flesh them out with different support cards, then send them on missions to locations ("Nexuses"). On each player's turn, they will reveal a card at the character's Nexus that represents some form of obstacle that must be overcome. Overcoming obstacles is done chiefly by using cards from your hand of cards to add dice to a pool, rolling them, and then totaling your three best dice. Because your deck represents your character's life and you always draw back up to your hand size at the end of your turn, discarding cards represents fatigue or wounds, whereas healing powers allow you to put cards from your discard pile back in your deck or hand. At some point at each Nexus, you will encounter a Minion of that scenario's Master (the big bad for the session), or the Master themselves. Defeating that minion "seals" the location and brings you closer to completing your objective. Eventually, if you haven't run out of time (represented by a separate doomsday deck) or been killed ("faded", forcing you to add a death card to your character), you'll face and hopefully overcome the Master.

There. We covered the necessary but relatively uninteresting mechanical stuff. Where the rubber meets the road in *Apocrypha* is in how your character is put together, grows, and develops, and how they interact with the world. The support cards you add to your base



character aren't the relatively flavorless and impersonal gear from *Pathfinder*; instead, they are deeply intertwined in the concept and setting of *Apocrypha*. You see, your character is special. They are a saint, one of the select few who can see all the weird paranormal stuff going on in the world, and are (possibly reluctantly) trying to save people from it. But you don't know why or how. Your upgrade cards represent memories of how things got this way, repressed until now, and if you use up an upgrade...you use up the memory. Each Nexus has its own quirks and unique flavor and mechanics. The plots are engaging and intricate. And the cards are hilariously dry (my personal favorite being "Lot's Wife" brand sea salt).

The game has several modes in which it can be played – solo, cooperative multiplayer, and RPG. The skeletal nature of the core mechanic means that almost all of the structure of a session comes from the cards themselves, and there are some quirks and interactions that are probably best ironed out through solo play before bringing them in front of a game group. That's ok, as the adventures are eminently replayable and much of the fun of the game comes from figuring out how you overcome each obstacle using the cards you have at the time.

If you are just looking to solve some puzzles and upgrade stats on cards in a cooperative game, there are several iterations of the *Pathfinder* card game that are probably easier to do it with; that game has a large fan base with lots of resources available and is somewhat easier to learn. But if you want a truly unique setting to play in, memorable characters, cards and concepts that set your teeth on edge in just the right way, and a thematic, darkly humorous pathos reminiscent of the best elements of *Buffy the Vampire Slayer*, then your efforts will be rewarded with *Apocrypha*.

...

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GET THE MACGUFFIN (LOO 083)

From Looney Labs, reviewed by John Kaufeld

 8 & Up	 2 - 11 Players
 5 - 10 Minutes	 \$10.00

The story started simply enough, just like they always do: A beautiful French resort filled with beautiful people, beautiful paintings, and ugly secrets. And one of those people had what I was looking for.

I noticed the grand marshal first, waving to the crowd. Just then, the spy slipped past me. She had the MacGuffin! I moved to intercept but she slipped into the casino. The wheel of fortune spun a bad turn for me, and I found myself facing the thief. He did a switcheroo and before I knew it, I was out of the game and the MacGuffin was long gone.

And that's how a round of *Get the MacGuffin* goes. This fast playing group game from Looney Labs, puts a clever twist on every "get that thing" chase movie you ever saw.

Here are the five top things you need to know if you want to get the MacGuffin.

TYPES OF CARDS

Cards in the game come in two basic flavors: Objects and Actions. Action cards either accomplish some action in the game, make you do something, or make other people do things. After play, action cards go into the discard pile.

Object cards stay on the table in front of the player — at least until someone smacks one with The Fist of Doom. Once in play, objects can be used or discarded. Some of them can be used repeatedly to help the player stay in the game.

Card abilities range from powerful to pure puffery. The Fist of Doom, for example, discards an object currently in play. Compare that to The Shrugmaster, which instructs the player to shrug, and you'll see what I mean.

CARDS EXPLAIN THEMSELVES

In classic Looney Labs form, each of the cards explains itself with descriptive text and an awesome piece of artwork. The language is clear and simple, so younger kids shouldn't face any problems figuring out what to do.

Pay special attention to the instructions on object cards so you know whether the card stays in play or gets discarded after use!

HOW THE GAME WORKS

To start the game, players get a hand of up to five cards, depending on the number of players. When playing with a group of five or more, you deal as many as possible until everyone has an even number of cards. Since the whole deck only contains 23 cards, the dealer needs to pay attention as the deck gets smaller.

In turn, players play one card each and do whatever the card says. Using or discarding an object also counts as playing something for that round. Play continues until only one person can still play a card or fiddle with an object. There's your winner!

PLAYING ON THE GO

Because the game only involves putting a few cards on the table and managing a discard pile and a few leftover cards, Looney Labs included techniques on how to play *Get the MacGuffin* anywhere you find yourself.

To play an object, you simply turn it around in your hand so it faces the other players. (Of course, now you can't see it, so don't forget to use it when appropriate.) The dealer holds onto the card



box, making a tiny table for the discard pile. Unused cards get slipped back into the box.

Keeping the discard pile balanced may take a bit of dexterity, but it's certainly doable. To be honest, the thought of having something fun to do while standing in line at an amusement park this summer made me add this game to my packing list.

LAST PERSON STANDING WINS

The goal in *Get the MacGuffin* is to be the last person who can play a card. The game stays delightfully true to the spirit of every MacGuffin in literature and film as well because getting the MacGuffin doesn't guarantee that you'll win. (It definitely helps, but it's no guarantee.)

This is a straight-forward player elimination game, so if you plan to play it with your kids, make sure they understand and can handle the game's "screw your neighbor" moments.

THE VERDICT

Andy Looney works his magic again. *Get the MacGuffin* combines strategic choices, zany graphics, and sometimes goofy abilities into a wildly fun group game.

Because it plays between two and 11 people, you can use it on a quiet night with a friend or at a large game gathering to entertain the crowd. It works best (and craziest) for groups of four or more, but it's absolutely solid fun for two or three. All of the art is family-friendly, so you can play this with anyone — even that stuffy uncle

Get the MacGuffin before someone else does!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



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